

ADVANCED HEROQUEST

TERROR IN THE DARK



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INTRODUCTION

Welcome to **Terror In The Dark**, the first supplement for Advanced Heroquest. In the pages of this book you will find new rules for treasure, magic and magic items, monsters and henchmen, designed to expand your enjoyment of playing the game. For Advanced Heroquest GMs sore pressed by their players to make up yet more quests, **Terror in the Dark** will be a welcome relief. It provides you with a system for generating scores of quests to follow those in the original rulebook, and the epic 48-page Lichemaster Quest should keep any group of players happy for many evenings of frantic game playing!

WHAT THIS BOX CONTAINS

You will find the following inside **Terror in the Dark**.

Card Floorplans and Counters

Five new full-colour Quest Rooms; extra corridor sections, junctions and passages; a brand new set of Hazard Counters; extra dungeon features; and four Magic Weapon Cards.

The Rulebook

This is organised into the following six sections:

Magic

This section introduces a new magical college – the College of Light. A Light Wizard's spellbook is included, which has details and costs for all the spells used by this college.

Monsters

Eight new monsters from the Warhammer world are fully described and given Monster Reference Tables (at the back of this book). Four types of Beastman, and four Undead creatures, including the magic-wielding Liche and the extremely dangerous Vampire, will present a stiff challenge to your Heroes.

For the GM, we've provided Monster Matrices for six different types of dungeon, making it much quicker to generate monsters and populate your caverns with Skaven, Undead, Orcs, Creatures of Chaos and much more. No GM need want for ready-to-fight monsters again!

Treasure

All Heroes love treasure, especially magic treasure, so there are plenty of new magic items here, such as Jewels and Blade Venoms to lure your Heroes and keep your adventurers coming back for more. But the Heroes don't get it all their own way, because with the new Monster Treasure Tables, monsters can have some magic too, and they know how to use it...

Henchmen

Four new types of Henchmen are presented here, each one being especially tailored to serve as a special ally to one of the Hero types. These new henchmen are all provided with full size character sheets. Also, the rules on previous henchman types have been slightly changed, so GMs and players should read this section particularly carefully.

Quest Generation

The new quest generation system allows you to create a quest theme and objective very quickly, with a minimum of dice rolling. There are kidnap victims to be rescued, unknown terrors and wonders to be explored, missions of vengeance, quests in search of ancient and powerful treasures, and many more. The quests here will keep you happy gaming for months!

The Lichemaster Quest

This vast five-part quest comes complete with full colour floorplans, player handouts, Quest Maps for all Quest Levels of dungeons (where Quest Treasures are located), new monster types, new magic items and spells, new enemies – everything Heroes could want. Many terrors await in the darkness of the Grey Mountains, and at the climax of their gruelling quests the Heroes must face the incredible power of the Lichemaster in his lair, a place almost as dangerous as he is himself!

This epic quest uses many tricks and tactical twists in combat which will force players to learn a lot of new skills if their Heroes are going to stay alive. It has proven to be a tough, but not impossible, challenge, and the special Quest Treasures are terrific lures for the Heroes.

The new Quest Location floorplans have been designed specially for the Lichemaster Quest, but you can use them for other quests, and they provide a splendid variation on the 'standard' game rooms. In this rulebook we show you how to tie in some special 'location effects' with the unique features of these locations, and clever GMs can have a lot of fun putting in their own twists and variations based on these effects.



USING THE FLOORPLANS

In this product you will find five new card floorplans which can be used in the Lichemaster Quest and also to augment the rooms supplied with the Advanced Heroquest boxed game. These special rooms are numbered as Quest Rooms 1-5 on the cardstock of the floorplans.

For general use in the Advanced Heroquest game, when you roll up a Quest Room on the Room Type Table (Advanced Heroquest rulebook, page 14), roll another dice. On a roll of 10-12, you should use one of the Quest Rooms from this set rather than a standard Large Room.

To select the Quest Room from those here, roll one dice and divide the number rolled by 2 (round halves upwards). Re-roll any dice roll of 11 or 12. The number you get is the number of the Quest Room to use from this package.

QUEST ROOM 1	
D12	Special Effect in Room
1-2	Mist. -2 penalty to BS at ranges over 3 squares
3-4	Slippery Floor. -2 penalty to Speed
5-6	Baneful Gaze. See above
7-8	Pillar squares each contain a <i>Blocks</i> trap
9-10	Treasure Chests are empty but Trapped
11-12	Tough Monsters! All Monsters have +1 Wounds

QUEST ROOM 2 (Wizard's Study)	
D12	Special Effect in Room
1-2	Smoky Heat. -1 penalties to BS and WS
3-4	Fireball flies from fire as Heroes open door
5-6	Scroll Spell (random) "attacks" Wizard Hero
7-8	All Wizard Spells fail unless Intelligence test made
9-10	Circle on floor is a <i>Magic Circle</i> Hazard
11-12	Desk counts as Treasure Chest. Has <i>Mindstealer</i> Trap

QUEST ROOM 3 (Mosaic Room)	
D12	Special Effect in Room
1-2	Old Bones! All Undead have +1 WS and Wounds
3-4	Magic Eggs. 2 Eggs each count as <i>Jewel of Shattering</i>
5-6	Fool's Gold. Gold Crowns in treasure only half value
7-8	Radiant Terror. All Bravery tests incur -1 penalty
9-10	Acrid Fumes. Toughness test to avoid -2 penalty to Strength
11-12	Trapped Barrels. Each has a Trap & contains a Zombie!

SPECIAL EFFECTS FOR QUEST ROOMS

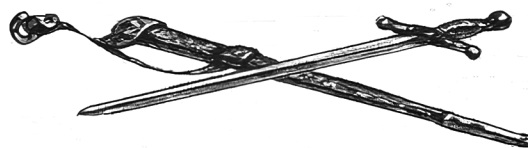
The Quest Rooms here have special effects which can be determined from the tables below. These special effects apply in general play, and not to the Lichemaster Quest in this book, since effects of locations and Quest Rooms are individually specified in this epic Quest. In each case, roll a D12 to determine the nature of the special effect. Any monsters in the rooms aren't affected by the special effects unless stated otherwise. They are acclimatized, tolerant to adverse magical effects and the like. Only Heroes and henchmen suffer!

Baneful Gaze

Deep, evil, tainted magic radiates from the eyes of the skull over a rectangular area 2 squares wide (one for each eye), and a full 12 squares long. Within this area, all models suffer a penalty of -1 to Toughness.

Chain Attacks!

The chain shown in the room can attack any 1 model within 4 squares of where it is anchored to the rock. It has Weapon Skill 8, 4 Wounds, Toughness 7, and 4 damage dice. The chain cannot be harmed by non-magical arrows or spells other than those causing physical damage (Fireball, etc.).



QUEST ROOM 4 (Fire Cavern)	
D12	Special Effect in Room
1-2	All fire spells cast at Heroes do 1 extra dice of damage
3-4	Heat Fatigue. -1 penalty to Strength & Speed
5-6	Swift Enemies. Monsters have +1 Speed & Surprise
7-8	Double Jeopardy. Treasure Chests have 2 Traps!
9-10	Heat Crazed. All enemies here are <i>Berserk Monsters</i>
11-12	Good Fortune. Add 1 <i>Fire Ruby</i> to any Treasure here

QUEST ROOM 5 (Great Cavern)	
D12	Special Effect in Room
1-2	Throne acts as <i>Throne Hazard</i>
3-4	Steps Impede. Movement at quarter rate in step squares
5-6	Fire pit attacks 1 (random) Hero with Fireball each combat turn
7-8	Tainted Power. Monsters with PV 8+ <i>regenerate</i> here
9-10	Throne Destroys Souls. Killed models can't be <i>resurrected</i>
11-12	Chain Attacks! See above

MAGIC

THE COLLEGE OF LIGHT

In the Advanced Heroquest rulebook, we learned about the Bright Wizards and the spells that they use. The College of Light is another school of magic, which uses magic in somewhat different ways (although all the standard rules for casting spells apply to Light Wizards).

Light Wizards have a different philosophy to Bright Wizards, and approach magic in another way. Where the Bright Wizards are vigorous and full of energy, the Light Wizards are gentle and kindly; where the Bright Wizards use fire as one of the main energies in their magic, the Light Wizards use the power of Life itself.

These differences are reflected in the colours preferred by the different types of Wizard. Bright Wizards love the fiery colours of red and orange, while Light Wizards prefer the purity of white, and are often found wearing robes and cloaks of this hue.

Although Light Wizards don't generally have warlike temperaments, they are no less likely to go adventuring than any other type of Wizard.



Everywhere, Life is threatened by evil monsters – by unliving horrors such as the Undead and by unspeakable Daemons. The Undead and Daemons are the two greatest foes of the Light Wizards, and a Light Wizard will seek out these abominations and do all he can to destroy them. Although he does not have the terrible destructive spells of the Bright Wizards, he is a welcome addition to a band of Heroes because of the powerful magical protections he can offer.

The symbol of the Light Wizards is an eight-spoked wheel with an arrow pointing upwards from the top spoke. The eight spokes of the wheel symbolize the raw power of Chaos, which is the source of all magic. The rim of the wheel symbolizes the way in which the Light Wizards keep the power of Chaos confined, so that it cannot harm others, and the upwards-pointing arrow symbolizes their use of magic for the good of all.

The other symbols associated with Light Wizards – the growing Tree, the steadfast Tower and Pillar, and the lighted Lamp – also show their devotion to life, strength, and the inner light of wisdom.

Light Wizards follow all the normal rules for Wizards in the Advanced Heroquest rulebook, except that they use only the spell book presented here. Likewise, Bright Wizards use only the spellbook in the Advanced Heroquest rulebook, and not the spells given here.

SPELL COSTS

The costs for learning spells from the Light Wizard's spell list are shown in the table below. Cost for any Spell Component is the usual 25 gold crowns.

SPELL COSTS TABLE	
<i>Spell</i>	<i>Cost</i>
Escape	100 GCs
Restore Life	200 GCs
Regeneration	150 GCs
Remove Venom	100 GCs
Dagger of Banishment	250 GCs
Light of Learning	200 GCs
Sleep of Ages	175 GCs
Banish Fear	100 GCs

LIGHT WIZARD'S SPELL BOOK

POWER OF LIFE ☒

Component: Silver Hand

The Wizard lays the silver hand upon the bare wounds of a fallen comrade, and uses it as a channel to pour out a little of his own life energy. The hand gently glows as the wizard casts the Power of Life spell. By means of it, the Wizard may heal any Wounds lost by any one model, himself included. The Wizard can only cast this spell on a model within his own death zone, and he cannot cast it if there is an enemy model within the death zone as well as the wounded model he is healing. This spell cannot restore to life a model which has been slain.

STRENGTH OF LIFE ☒

Component:

Powdered bones of a Large Monster

Sprinkling the bone dust on himself or any one other model within his death zone, the Wizard draws on the basic energies of life to infuse strength and vitality into the body. The affected character adds +1 to Strength and gains 1 point of Weapon Skill until the next exploration turn.

CLOAK OF PROTECTION ☒

Component: Cloth of Gold

Placing the cloth of gold on his head, the Wizard pronounces the mystic incantation, and the cloth expands to make a shimmering cloak of golden light which covers him from head to toe. This cloak adds +2 to the Wizard's Toughness against attacks from Undead creatures and Daemons, and +1 to his Toughness against all other attacks. The magical cloak lasts until the next exploration turn. The Wizard can only cast this spell upon himself.

BLINDING LIGHT ☒

Component: A Glass Prism and Grave Dust

The Wizard flings the dust into the air, and it is consumed in a blinding flash by pure life energy which is then focused within the glass prism. Rays shoot out from the prism into the eyes of the Wizard's enemies. All enemy models within the same room or passage as the Wizard suffer a -1 penalty to hit rolls for the rest of the combat (until the next exploration turn).

You know only the above Spells at the start of the game. Tick the following boxes as you learn the rest of the Spells in the Spellbook.

ESCAPE ☐

Component: A Lizard's Tail

The Wizard drops the lizard's tail behind him when the Heroes wish to escape from an encounter. A sheet of blinding white light springs up at the point where the tail hits the ground – this is solid life-essence, which no creature can pass through. The Heroes cannot be pursued, and automatically escape the encounter. If they return, apply the standard rules. See page 18 of the Advanced Heroquest rulebook.

RESTORE LIFE ☐

Component: Fossil Leaf

This spell may only be cast when a combat has finished, before the Wizard does anything else. He crumbles the fossil leaf over the heart and eyes of a comrade who has died in the fight just ended (or been killed by a deadly trap, etc.). As he murmurs the incantation, the dust glows green, and miraculously turns into fragments of fresh green leaf! If the Wizard passes an Intelligence test, the glow of life-essence sinks slowly into the body of the fallen Hero: wounds close, breathing starts again, and after a few moments the eyelids flicker and open. The recently-dead Hero is restored to life at full strength.

REGENERATION ☐

Component: Troll Bone Marrow

The Wizard chants for a few moments over the bone marrow, and then it is eaten by the Hero who is to receive the benefit of the spell (this may be the Wizard himself). Until the end of the next combat, the Hero will recover one lost Wound at the beginning of each GM phase of every combat turn.

REMOVE VENOM ☐

Component: Snake Tooth

The Wizard holds the snake tooth between thumb and forefinger and chants for a few moments. Any poison in the room or passage the Wizard is in is sucked into his body through the tooth, and destroyed by the powerful life-energies that empower the Light Wizard's magic. All poison in the room/passage is instantly destroyed, whether it is part of a trap or hazard, or even Rat Poison or Blade Venom carried by a comrade! If any trap or hazard is discovered in the room and the dice indicate that it features poison, it is rendered completely harmless, and any poisoned weapons function only as normal ones.

DAGGER OF BANISHMENT

Component: Miniature Silver Dagger

Chanting words of magical power, the Wizard hurls the tiny dagger at an unliving foe – a single Undead or Daemon model within a maximum range of 8 squares. As with all ranged combat, the Wizard must have a clear line of sight to the target. The dagger spins and swirls in the air and expands into a glowing dagger of pure life force! If the dagger hits, the creature is destroyed; there is no need to roll damage dice. When using this spell against a Lesser Daemon, however, the Wizard must pass an Intelligence test in order to destroy the creature. If the test is failed, the dagger hits with a number of damage dice equal to the creature's Toughness score. Greater Daemons are not subject to the instant death effect, but suffer damage dice equal to their Toughness score.

LIGHT OF LEARNING

Component: A lit Lamp

This spell is called upon by a Light Wizard when he wishes to magically look through a closed door to see what may lie on the other side. He chants the words of the spell and his eyes are surrounded by a gentle pale light. As the light of the lamp falls upon the door, the wizard is able to see through it into the passage or room which lies on the other side.

This spell forces the GM immediately to roll up the room type and contents (or passage) if the adventure being played is randomly generated. In any event, the Wizard must be given clear details of what can be seen in the room or passage; any monsters, chests, magic circles, and the like. The spell does not allow the Wizard to see anything which wouldn't be discovered by natural powers of sight, such as a concealed pit trap, for instance.

SLEEP OF AGES

Component: A Piece of Duck Down

By whispering the incantation of this spell, and waving his hands in a gentle arc, the Wizard lets the feather float to the ground. As he does so, he points to any single model within his line of sight. That model falls to the ground in a deep sleep, and remains asleep permanently until woken. A sleeping creature can be woken by any comrade which is on an adjacent square, but the waker must spend one full combat turn shaking the sleeper into wakefulness and cannot do anything else at the same time. A sleeping creature can be struck with a +4 bonus to all hit rolls, and the striker adds 2 damage dice and +2 to the roll of each damage dice! The blow(s) then wake the sleeper, if the creature is still alive.

BANISH FEAR

Component: The Heart of a Lion

The Wizard holds up the lion's heart, and as he pronounces the incantation the heart begins to beat again, becoming suffused with pure white light! When the spell is cast every friendly model in the Wizard's death zone becomes completely immune to fear until the start of the next exploration turn. Fearsome Monsters do not affect those protected by this spell, nor do spells which cause fear, like the Bright Wizard's *Flight* spell.



NEW MONSTERS

Heroes need monsters! They need a goodly supply of dark, evil, twisted things to put to the sword, to gain the glory of triumph. This section presents eight new monsters to test the very best of Heroes, and also a system for creating Monster Matrices very quickly and easily for different types of monsters.

The full profiles for these new monsters are shown in the new Monster Reference Tables on p94 at the back of this book. There are four new Undead creatures, and four types of Beastman. Models to represent these are all readily available from Citadel Miniatures.

THE UNDEAD

Undead are a terrible challenge to any Hero. They are all *Fearsome Monsters*, hungering to destroy the life they themselves have lost without being able to enter the final peace of death.

GHOUL

The Ghoul is a foul, flesh-eating horror which feasts on the bodies of the newly-dead. It can attack with claws, but it usually employs a Club as a weapon. The Club is treated as a Warhammer.

WIGHT

The Wight is a spirit which fears death, often because it was powerful in life and is unwilling to enter the realm of death. It remains bound to a place within the world of the living, often a tomb or a place where its power as a living creature was centered (in a wizard's laboratory, the vaults where it kept its treasure if it was rich, or simply in its home). It has no true form of its own, but it can assume some material form for a while – long enough to fight Heroes. The Wight is an exceptionally dangerous opponent!

The attack of the Wight has one special effect – *Strength Drain*. In addition to any Wound loss caused by the Wight's Sword, the horrible chill of contact (even through the Sword the Wight uses) numbs the Hero, who must subtract 1 point from his Current Strength score. Lost Strength is regained only at the end of the current expedition, if the Hero is still alive. Later strikes can inflict more Strength Drains, and a Hero whose Current Strength is reduced to zero or below is struck instantly dead!

Every time a Wight drains Strength from a victim it regains 1 lost Wound of its own. It cannot regain more than 1 Wound per combat phase, however.

LICHE

The Liche resembles a Zombie or Ghoul in appearance, but it is an Undead Wizard, a practitioner of magic who has chosen the path of Undeath to retain his magical power. As a result, his magic has become warped and destructive due to his Undead state, and in addition to spells once known, Liches can cast two new spells from the spell list of the Dark Wizards – *Strengthen Undead* and *Flesh Flaying* – which are detailed below.

A Liche can *hypnotize* one enemy model within its death zone each combat turn. The glowing red orbs deep in the Liche's eye sockets stare deep into the eyes of the target, which must make a Bravery test or else be paralyzed with fear for that combat turn, unable to make any action other than feebly defending itself. If the Liche is in hand-to-hand combat with the model it has hypnotized, it gains +2 on all hit rolls against its target.

STRENGTHEN UNDEAD

Component: A Handful of Grave Dust

The Liche casts the grave dust into the air and whispers the incantation. As he does, a baleful moaning sound rises up in the room or passage the Liche is in. All Undead creatures (including the Liche itself) gain 1 point each of Strength and Toughness, and 1 extra damage dice. The effect lasts for one full combat turn. After that, the Liche has to make an Intelligence test each combat turn. If it makes the test successfully, the spell effect is sustained. If the Intelligence test is failed, the spell effect is immediately lost.

FLESH FLAYING

Component: A Sharp-bladed Miniature Dagger

The Liche points the dagger at a single model target within line of sight. The target immediately loses 1 Wound as its flesh begins to bubble and blister, and the skin starts to flay away from its body. The target also loses 1 point of Current Strength. Each combat turn afterwards, the target is allowed to make an Intelligence test. If the test is failed, another Wound is lost in the same way, and Current Strength is also reduced by 1 point.

If either Wounds or Strength are reduced to zero, the target is immediately slain. If the Intelligence test is made, the target suffers no more losses of Wounds or Strength, but the losses it has suffered previously aren't undone. The pain of the flesh flaying is so severe that a Wizard affected by it cannot cast any spells himself until he makes an Intelligence test to end the spell effects.

VAMPIRE

The dreaded Vampire is one of the most powerful of all Undead creatures. Like all Undead it is a *Fearsome Monster* and it is also an *Invulnerable Monster*. What's worse, it is a *Regenerating Monster* as well! It has 2 attacks per combat turn - one bite with its Fangs, and one Claw attack. If the Vampire inflicts damage with its Fangs, the victim suffers a *Strength Drain* (as if struck by a Wight). Like a Liche, the Vampire can *hypnotize* its victims, and exactly the same rules apply. The Vampire can also cast spells, making it truly a monster to be feared!

BEASTMEN

Beastmen are half-men, half-beasts – monsters created by the terrible effects of warpstone dust. The dreaded Skaven evolved from one isolated group of Beastmen; half-man, half-rat. Other Beastman forms are less stable, giving rise to fresh mutations in every generation, so that they have no fixed forms. Beastmen usually lurk in gloomy forests where they ambush and slay adventurers, but many of them live underground in abandoned tunnels and dungeons. These are the Beastmen that Heroes have to deal with.

Basic Beastmen will be encountered together with the vigilant Beastman Sentries, who will guard and protect the Beastmen's lair. Beastman Champions are the strongest fighters save for the Beastmen Warlords, the exceptionally strong monsters who have the physical strength and force to bully others of their kind into submission.

Beastmen may also be found with other creatures of Chaos, quite often acting as guards or companions to Chaos Warriors and their ilk. Likewise, the lairs of Beastmen often have a few Orcs or Goblins, sometimes forced into the service of a powerful Beastman Champion or Warlord.

MONSTER TREASURES

The table below has the same form as the Monster Treasures Table in the *Treasure* section of this book. If the GM wants to roll a treasure randomly for each monster, roll one dice and consult the appropriate row in the table corresponding to the monster overcome. The abbreviation "GC" is used for gold crown, and the abbreviation MMI is used for Monster Magic Item (roll on the Monster Magic Treasures Table in the *Treasure* section if you want monsters to have magical items with them). If the GM just wants a fast, easy treasure choice, use the entry shown in bold print.

MONSTER MATRICES

Reference Monster Matrices are often needed by the GM who needs to roll up a dungeon in a hurry, or who is generating one as the Heroes move down the dark corridors of their latest Quest. Here is a set of reference matrices you can use for Skaven, Undead, Orcs, Chaos, Beastmen, and a Mixed matrix which allows for almost anything to be present in the dungeon.

NEW MONSTER TREASURE TABLE				
MONSTER TYPE	DICE ROLL			
	1-4	5-8	9-11	12
GHOUL	10 GCs	20 GCs	25 GCs	30 GCs
WIGHT	60 GCs	80 GCs + MMI	100 GCs + MMI	120 GCs + MMI
LICHE	90 GCs	120 GCs + MMI	150 GCs + MMI	200 GCs + MMI
VAMPIRE	100 GCs	140 GCs + MMI	170 GCs + MMI	200 GCs + MMI
BEASTMAN	10 GCs	20 GCs	25 GCs	30 GCs
BEASTMAN SENTRY	10 GCs	20 GCs	30 GCs	40 GCs
BEASTMAN CHAMPION	20 GCs	40 GCs	60 GCs	60 GCs + MMI
BEASTMAN WARLORD	50 GCs	80 GCs	100 GCs	120 GCs + MMI

SKAVEN MATRICES

LAIRS MATRIX			
D12	Occupants	Treasure	PV
1	4 Skaven Warriors	30 GCs	4
2	2 Skaven Warriors & 1 Champion	40 GCs	4
3	3 Warriors & 1 Sentry	40 GCs	5
4	3 Warriors & 1 Champion	50 GCs	5
5	2 Warriors, 1 Sentry & 1 Champion	40 GCs	6
6	4 Warriors & 1 Champion	50 GCs	6
7	2 Gutter Runners & 1 Sentry	60 GCs	6
8	2 Gutter Runners & 1 Champion	70 GCs	6
9*	4 Warriors, 1 Sentry & 1 Champion	60 GCs	8
10*	2 Night Runners & 2 Warriors	80 GCs	8
11*	1 Night Runner, 1 Sentry & 3 Warriors	100 GCs	8
12*	3 Champions & 4 Warriors	100 GCs	10

QUEST ROOMS MATRIX			
D12	Occupants	Treasure	PV
1	4 Warriors & 2 Night Runners	80 GCs	10
2	5 Warriors & 2 Champions	100 GCs	10
3	2 Night Runners & 2 Champions	120 GCs	10
4	2 Night Runners & 3 Champions	100 GCs	12
5	Jezzailach, 4 Warriors & 1 Champion	120 GCs	12
6	3 Sentries & 3 Gutter Runners	130 GCs	12
7	1 Warlord, 1 Champion & 2 Warriors	140 GCs	12
8	Warpfire Team & 4 Warriors	100 GCs	14
9*	6 Warriors & 4 Champions	120 GCs	14
10*	3 Night Runners & 5 Warriors	140 GCs	14
11*	Jezzailach, 4 Warriors & 2 Champions	160 GCs	14
12*	Warpfire Team & 6 Warriors	160 GCs	16

* If you rolled 9-12, then also roll on the *Specialist Monster Matrix*. If an extra monster is rolled, it is added to those in the Lair or the Quest Room. Specialist Monsters include character monsters, champions, spellcasters, special weapons teams and so forth.

WANDERING MONSTERS MATRIX			
D12	Wandering Monsters	Treasure	PV
1-2	2 Warriors	10 GCs	2
3-4	1 Champion	20 GCs	2
5-6	1 Warrior & 1 Champion	20 GCs	3
7-8	1 Night Runner	30 GCs	3
9	1 Gutter Runner & 2 Warriors	30 GCs	4
10	1 Night Runner & 1 Warrior	40 GCs	4
11	1 Night Runner & 2 Warriors	40 GCs	5
12	2 Warriors & 2 Champions	50 GCs	6

SPECIALIST MONSTER MATRIX	
D12	Specialist Monster
1-7	None
8	Plague Monk
9	Clan Skryre Sorcerer
10	Clan Eshin Assassin
11	Clan Mors Warlord
12	Clan Pestilens Plague Censer Bearer

Treasure: You can use the treasure value given in these tables, or roll on the appropriate Monster Treasure Table.



STEPHEN TAPPIN

UNDEAD MATRICES

LAIRS MATRIX			
D12	Occupants	Treasure	PV
1	1 Skeleton & 2 Zombies	20 GCs	4
2	1 Ghoul & 2 Zombies	30 GCs	4
3	1 Skeleton & 3 Zombies	30 GCs	5
4	1 Ghoul & 3 Zombies	50 GCs	5
5	1 Ghoul & 2 Skeletons	40 GCs	6
6	1 Ghoul & 4 Zombies	50 GCs	6
7	2 Zombies & 2 Skeletons	60 GCs	6
8	3 Ghouls	70 GCs	6
9*	1 Undead Champion & 2 Zombies	60 GCs	8
10*	4 Skeletons	80 GCs	8
11*	4 Ghouls	100 GCs	8
12*	1 Wight & 2 Zombies	100 GCs	10

QUEST ROOMS MATRIX			
D12	Occupants	Treasure	PV
1	3 Skeletons & 4 Zombies	70 GCs	10
2	3 Ghouls & 4 Zombies	80 GCs	10
3	2 Skeletons & 3 Ghouls	100 GCs	10
4	1 Undead Champion & 6 Zombies	80 GCs	12
5	Undead Champion, 2 Skeletons & 2 Zombies	90 GCs	12
6	1 Wight & 4 Zombies	100 GCs	12
7	1 Wight, 2 Zombies & 1 Skeleton	120 GCs	12
8	1 Undead Champion & 4 Skeletons	100 GCs	14
9*	Undead Champion, 4 Zombies & 2 Ghouls	120 GCs	14
10*	1 Wight & 3 Skeletons	140 GCs	14
11*	4 Skeletons & 6 Zombies	150 GCs	14
12*	3 Skeletons, 3 Ghouls & 4 Zombies	160 GCs	16

* If you rolled 9-12, then also roll on the *Specialist Monster Matrix*. If an extra monster is rolled, it is added to those in the Lair or the Quest Room. Specialist Monsters include character monsters, champions, spellcasters, special weapons teams and so forth.



TONY ACKLAND

WANDERING MONSTERS MATRIX			
D12	Wandering Monsters	Treasure	PV
1-2	2 Zombies	10 GCs	2
3-4	1 Skeleton	20 GCs	2
5-6	1 Skeleton & 1 Zombie	20 GCs	3
7-8	1 Ghoul & 1 Zombie	30 GCs	3
9	2 Ghouls	30 GCs	4
10	2 Skeletons	40 GCs	4
11	1 Skeleton & 3 Zombies	40 GCs	5
12	2 Skeletons & 2 Zombies	50 GCs	6

SPECIALIST MONSTER MATRIX	
D12	Specialist Monster
1-7	None
8	Undead Champion
9	Wight
10	Wight
11	Liche
12	Vampire

Treasure: You can use the treasure value given in these tables, or roll on the appropriate Monster Treasure Table.

ORC MATRICES

LAIRS MATRIX			
D12	Occupants	Treasure	PV
1	4 Orcs	30 GCs	4
2	2 Orcs & 4 Goblins	40 GCs	4
3	3 Orcs & 4 Goblins	40 GCs	5
4	3 Orcs, 2 Goblins & 2 Goblin Archers	50 GCs	5
5	1 Orc Champion & 4 Orcs	40 GCs	6
6	2 Orc Champions & 4 Goblins	50 GCs	6
7	6 Orcs	60 GCs	6
8	3 Orc Champions	70 GCs	6
9*	4 Orc Champions	60 GCs	8
10*	2 Orc Champions & 4 Orcs	80 GCs	8
11*	8 Orcs	100 GCs	8
12*	1 Orc Warlord & 4 Orcs	100 GCs	10

QUEST ROOMS MATRIX			
D12	Occupants	Treasure	PV
1	1 Orc Warlord & 4 Orcs	80 GCs	10
2	1 Orc Warlord & 2 Orc Champions	100 GCs	10
3	Orc Warlord, Champion & 3 Goblins	120 GCs	10
4	4 Orc Champions & 4 Orcs	100 GCs	12
5	1 Ogre & 4 Orcs	120 GCs	12
6	1 Ogre, 1 Orc Champion & 2 Orcs	140 GCs	12
7	3 Orc Champions & 6 Orcs	150 GCs	12
8	1 Orc Warlord & 4 Champions	120 GCs	14
9*	1 Orc Warlord, 2 Champions & 4 Orcs	140 GCs	14
10*	1 Orc Warchief & 6 Orcs	150 GCs	14
11*	1 Orc Warchief, 2 Champions & 2 Orcs	160 GCs	14
12*	1 Orc Warchief & 8 Orcs	180 GCs	16

* If you rolled 9-12, then also roll on the *Specialist Monster Matrix*. If an extra monster is rolled, it is added to those in the Lair or the Quest Room. Specialist Monsters include character monsters, champions, spellcasters, special weapons teams and so forth.

WANDERING MONSTERS MATRIX			
D12	Wandering Monsters	Treasure	PV
1-2	2 Orcs	10 GCs	2
3-4	1 Orc & 2 Goblin Archers	20 GCs	2
5-6	2 Orcs & 2 Goblins	20 GCs	3
7-8	2 Orcs & 2 Goblin Archers	30 GCs	3
9	2 Orcs & 4 Goblins	30 GCs	4
10	1 Orc Champion, 1 Orc & 2 Goblins	40 GCs	4
11	1 Orc Champion, 1 Orc & 4 Goblins	40 GCs	5
12	2 Orc Champions & 2 Orcs	50 GCs	6

SPECIALIST MONSTER MATRIX	
D12	Specialist Monster
1-7	None
8	Orc Warlord
9	Orc Warchief
10	Ogre
11	Troll
12	Ogre Chieftain

Treasure: You can use the treasure value given in these tables, or roll on the appropriate Monster Treasure Table.



TONY ACKLAND

CHAOS MATRICES

LAIRS MATRIX			
D12	Occupants	Treasure	PV
1	1 Chaos Warrior	20 GCs	4
2	2 Beastmen	30 GCs	4
3	1 Chaos Warrior & 1 Orc	40 GCs	4
4	1 Chaos Warrior & 1 Beastman	40 GCs	5
5	1 Chaos Warrior & 1 Beastman	50 GCs	5
6	1 Chaos Warrior & 1 Beastman Sentry	40 GCs	6
7	1 Chaos Warrior & 2 Orcs	50 GCs	6
8	1 Chaos Warrior & 2 Orc Champions	60 GCs	6
9*	1 Chaos Champion	60 GCs	8
10*	2 Chaos Warriors	80 GCs	8
11*	1 Chaos Warrior & 4 Orcs	100 GCs	8
12*	1 Chaos Champion & 1 Beastman	100 GCs	10

QUEST ROOMS MATRIX			
D12	Occupants	Treasure	PV
1	2 Chaos Warriors & 1 Beastman	80 GCs	10
2	1 Chaos Warrior & 3 Beastmen	100 GCs	10
3	1 Chaos Champion & 1 Beastman	120 GCs	10
4	1 Chaos Champion & 1 Chaos Warrior	100 GCs	12
5	3 Chaos Warriors	120 GCs	12
6	2 Chaos Warriors & 2 Beastmen	120 GCs	12
7	2 Chaos Warriors & 4 Orcs	140 GCs	12
8	1 Chaos Champion & 3 Beastmen	100 GCs	14
9*	2 Chaos Warriors & 3 Beastmen	120 GCs	14
10*	3 Chaos Warriors & 1 Beastman	140 GCs	14
11*	1 Chaos Champion, 1 Warrior & 1 Beastman	160 GCs	14
12*	4 Chaos Warriors	160 GCs	16

* If you rolled 9-12, then also roll on the *Specialist Monster Matrix*. If an extra monster is rolled, it is added to those in the *Lair* or the *Quest Room*. Specialist Monsters include character monsters, champions, spellcasters, special weapons teams and so forth.



TONY ADKLAND

WANDERING MONSTERS MATRIX			
D12	Wandering Monsters	Treasure	PV
1-2	1 Beastman	10 GCs	2
3-4	1 Beastman Sentry	20 GCs	2
5-6	3 Orcs	20 GCs	3
7-8	1 Orc Champion & 1 Orc	30 GCs	3
9	1 Chaos Warrior	30 GCs	4
10	2 Beastmen	30 GCs	4
11	1 Chaos Warrior & 1 Orc	40 GCs	5
12	1 Chaos Warrior & 1 Beastman Sentry	50 GCs	6

SPECIALIST MONSTER MATRIX	
D12	Specialist Monster
1-7	None
8	Chaos Champion
9	Chaos Champion
10	Chaos Sorcerer
11	Chaos Sorcerer
12	Chaos Sorcerer

Treasure: You can use the treasure value given in these tables, or roll on the appropriate Monster Treasure Table.

BEASTMAN MATRICES

LAIRS MATRIX

D12	Occupants	Treasure	PV
1	2 Beastmen	30 GCs	4
2	2 Beastman Sentries	40 GCs	4
3	1 Beastman Champion & 1 Orc	40 GCs	5
4	1 Beastman Champion & 2 Goblins	50 GCs	5
5	1 Beastman Champion & 2 Beastmen	40 GCs	6
6	1 Beastman Champion & Beastman Sentry	50 GCs	6
7	3 Beastmen	60 GCs	6
8	2 Beastmen & 2 Orcs	70 GCs	6
9*	1 Beastman Warlord & 1 Beastman	60 GCs	8
10*	1 Beastman Warlord & 2 Orcs	70 GCs	8
11*	4 Beastmen	80 GCs	8
12*	1 Beastman Warlord & 2 Beastmen	100 GCs	10

QUEST ROOMS MATRIX

D12	Occupants	Treasure	PV
1	5 Beastmen	80 GCs	10
2	2 Beastmen Champions & 1 Beastman	100 GCs	10
3	1 Beastman Warlord & 2 Beastmen	120 GCs	10
4	6 Beastmen	90 GCs	12
5	1 Beastman Warlord & 3 Beastmen	100 GCs	12
6	3 Beastmen Champions	120 GCs	12
7	2 Beastman Warlords	140 GCs	12
8	7 Beastmen	120 GCs	14
9*	1 Beastman Warlord & 4 Beastmen	140 GCs	14
10*	1 Beastman Warlord & 2 Champions	150 GCs	14
11*	2 Beastman Champions & 3 Beastmen	160 GCs	14
12*	2 Beastman Warlords & 2 Beastmen	160 GCs	16

* If you rolled 9-12, then also roll on the *Specialist Monster Matrix*. If an extra monster is rolled, it is added to those in the *Lair* or the *Quest Room*. Specialist Monsters include character monsters, champions, spellcasters, special weapons teams and so forth.

WANDERING MONSTERS MATRIX

D12	Wandering Monsters	Treasure	PV
1-2	1 Beastman	10 GCs	2
3-4	1 Beastman Sentry	20 GCs	2
5-6	1 Beastman & 1 Orc	20 GCs	3
7-8	1 Beastman & 2 Goblins	30 GCs	3
9	2 Beastmen	30 GCs	4
10	1 Beastman Champion	40 GCs	4
11	2 Beastmen & 1 Orc	40 GCs	5
12	3 Beastmen	50 GCs	6

SPECIALIST MONSTER MATRIX

D12	Specialist Monster
1-7	None
8	Beastman Warlord
9	Beastman Warlord with <i>Potion of Healing</i>
10	Beastman Warlord with <i>Sword</i> , +1 damage dice
11	Beastman Warlord with <i>Potion of Power</i>
12	2 Beastman Warlords

Treasure: You can use the treasure value given in these tables, or roll on the appropriate Monster Treasure Table.



TONY ACKLAND

MIXED MATRICES

LAIRS MATRIX			
D12	Occupants	Treasure	PV
1	2 Beastmen	30 GCs	4
2	3 Orcs & 2 Goblins	40 GCs	4
3	2 Skaven Champions & 1 Warrior	40 GCs	5
4	1 Beastman Champion & 2 Goblins	50 GCs	5
5	1 Chaos Champion & 2 Chaos Thugs	50 GCs	6
6	3 Skeletons	50 GCs	6
7	3 Beastmen	60 GCs	6
8	3 Skaven Gutter Runners	60 GCs	6
9*	4 Ghouls	60 GCs	8
10*	1 Ogre	80 GCs	8
11*	1 Wight	100 GCs	8
12*	1 Ogre Chieftain	100 GCs	10

QUEST ROOMS MATRIX			
D12	Occupants	Treasure	PV
1	1 Ogre Chieftain	80 GCs	10
2	1 Wight & 2 Zombies	100 GCs	10
3	1 Beastman Warlord & 2 Beastmen	120 GCs	10
4	1 Daemonette	90 GCs	12
5	1 Bloodthirster	100 GCs	12
6	1 Skaven Warlord & 3 Champions	120 GCs	12
7	1 Liche	140 GCs	12
8	1 Vampire	100 GCs	14
9*	1 Minotaur Lord & 3 Orcs	120 GCs	14
10*	2 Chaos Champions	150 GCs	16
11*	1 Mummy & 3 Ghouls	180 GCs	16
12*	Greater Daemon of Tzeentch	200 GCs	20

* If you rolled 9-12, then also roll on the *Specialist Monster Matrix*. If an extra monster is rolled, it is added to those in the *Lair* or the *Quest Room*. Specialist Monsters include character monsters, champions, spellcasters, special weapons teams and so forth.



WANDERING MONSTERS MATRIX			
D12	Wandering Monsters	Treasure	PV
1-2	1 Beastman	10 GCs	2
3-4	2 Goblins & 2 Goblin Archers	20 GCs	2
5-6	3 Zombies	10 GCs	3
7-8	3 Skaven Warriors	20 GCs	3
9	2 Skeletons	20 GCs	4
10	2 Ghouls	20 GCs	4
11	Skaven Night Runner & 2 Warriors	50 GCs	5
12	3 Orc Champions	60 GCs	6

SPECIALIST MONSTER MATRIX	
D12	Specialist Monster
1-7	None
8	Vampire
9	Chaos Sorcerer
10	Minotaur Lord
11	Chaos Lord
12	Daemonette

Treasure: You can use the treasure value given in these tables, or roll on the appropriate Monster Treasure Table.

TREASURE

Treasure! There's a word to warm the heart of any true Hero. Shining gold crowns stuffed into treasure chests, gleaming jewels of fabulous value, enchanted swords and magical wands, exotic potions and finely crafted rings. These are the rewards adventurers seek in the gloomy depths of dark dungeons and ancient catacombs. These treasures enable the Heroes to battle the monsters and horrors of the gloom, to purchase the services of healers, henchmen, or wizards, or simply to buy better equipment and rest and eat between quests!

This section greatly expands the *Treasure* section of the Advanced Heroquest rulebook (pages 30-32) by adding many new and exciting treasures. Treasures may, as before, be found either in the possession of monsters or in treasure chests.

MONSTER TREASURE

The Advanced Heroquest rulebook gives the value of gold crowns carried by the monsters encountered in the Quest for the Shattered Amulet. Here, we give tables for the treasures carried by all types of monsters encountered in *Advanced Heroquest*. You can use this simple system in one of two ways.

The easiest way is just to use the value given in the Monster Treasure Table overleaf in bold print. This gives the average value of treasure carried by each type of monster. If you want to make the monsters more interesting and varied, roll a D12 for each one encountered and consult the same table. Sometimes they will have an unusually large amount of treasure – a lucky windfall for our Heroes! – and sometimes they have very little. The Monster Treasure Table reflects the different fortunes of being a monster: sometimes you get rich as you kill foolish adventurers, sometimes other monsters steal what little you have!

Using the Monster Treasure Table, it's also possible for some monsters to possess a minor magical treasure. Magic treasures are covered in detail in a later section. If a monster has a magical treasure, it will use it to best advantage if it's smart enough to do so. If the item is one which confers a permanent effect (such as a *Ring of Protection*), the monster will be wearing it. If the treasure is a one-shot item such as a Potion, the monster will use it in the best way possible if it successfully makes an Intelligence test. Roll a D12, and if the score is less than or equal to the monster's Intelligence score, it has passed the test and will use the item wisely. If the score is greater than the monster's Intelligence score, it won't attempt to use the item. It is possible for a monster to have an item it cannot use, such as a scroll containing one or more wizard spells. The monster will have stolen such an item from the

body of some unfortunate wizard who perished in the dungeon long before the Heroes came along! The more powerful a monster is, the more likely it is to possess a minor magic item. The only exception to this principle are Daemons, which is just as well for those who have to fight them!

All of the Magic Items on the Monster Magic Treasure Table have been carefully balanced in order to avoid giving too much advantage to either the GM or to the Hero players. Most of the items are not over-powerful, and will not make the Heroes too invincible if they manage to overcome the monsters. However, if they are caught unawares, the Heroes are likely to receive some very nasty surprises from groups of monsters armed with these same magic items.

The table overleaf lists all the monsters in the Advanced Heroquest rulebook except for Praznagar. New monsters listed for the quests in this book are dealt with in the *Monsters* section of the book. The abbreviation "GC" is used for gold crowns. The abbreviation MMI is used for a Monster Magic Item. If a monster has a minor magic item, roll on the Monster Magic Treasures Table.



MONSTER TREASURE TABLE

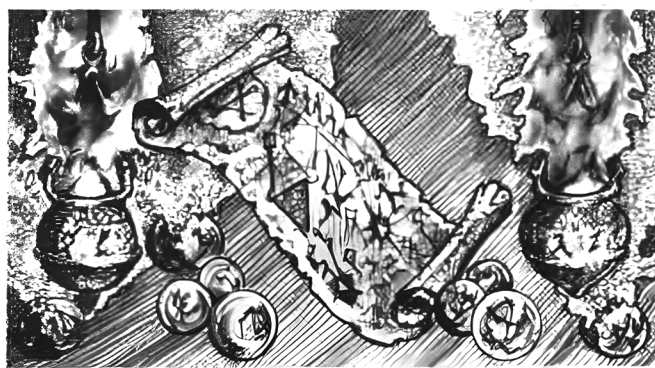
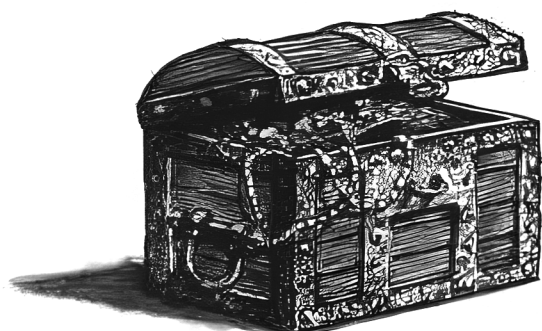
MONSTER TYPE	DICE ROLL			
	1-4	5-8	9-11	12
Skaven Warrior	5 GCs	10 GCs	15 GCs	20 GCs
Skaven Champion	10 GCs	20 GCs	30 GCs	40 GCs
Skaven Gunter Runner	10 GCs	20 GCs	25 GCs	35 GCs
Skaven Poisoned Globadier	15 GCs	30 GCs	50 GCs	60 GCs + MMI
Skaven Sentry	10 GCs	20 GCs	30 GCs	40 GCs + MMI
Skaven Warlord	40 GCs	60 GCs	80 GCs + MMI	100 GCs + MMI
Skaven Night Runner	10 GCs	30 GCs	40 GCs	50 GCs + MMI
Skaven Jezzailachis Team	40 GCs	60 GCs	80 GCs	100 GCs
Skaven Warfire Team	80 GCs	100 GCs	120 GCs + MMI	150 GCs + MMI
White Skaven Sorcerer	60 GCs	100 GCs + MMI	110 GCs + MMI	120 GCs + MMI
Skaven Plague Monk	30 GCs	60 GCs	80 GCs + MMI	100 GCs + MMI
Clan Eshin Assassin	50 GCs	80 GCs	120 GCs + MMI	150 GCs + MMI
Clan Skryre Warpweaver	40 GCs	60 GCs	80 GCs	80 GCs + MMI
Plague Censer Bearer	40 GCs	60 GCs	80 GCs	90 GCs + MMI
Clan Mors Warlord	70 GCs	100 GCs	120 GCs + MMI	150 GCs + MMI
Goblin	—	5 GCs	5 GCs	10 GCs
Goblin Archer	—	5 GCs	5 GCs	15 GCs
Orc Warlord	50 GCs	60 GCs	80 GCs + MMI	120 GCs + MMI
Orc Warchief	50 GCs	80 GCs	100 GCs + MMI	120 GCs + MMI
Orc Champion	10 GCs	20 GCs	25 GCs	30 GCs + MMI
Orc	5 GCs	10 GCs	15 GCs	20 GCs
Chaos Thug	—	10 GCs	20 GCs	30 GCs
Chaos Champion	50 GCs	80 GCs	80 GCs + MMI	100 GCs + MMI
Chaos Warrior	30 GCs	40 GCs	50 GCs	60 GCs + MMI
Chaos Lord	90 GCs	120 GCs	150 GCs + MMI	180 GCs + MMI
Chaos Sorcerer	80 GCs	100 GCs + MMI	140 GCs + MMI	170 GCs + MMI
Greater Daemon	150 GCs	200 GCs	250 GCs	300 GCs
Daemonette	90 GCs	120 GCs	150 GCs	200 GCs
Bloodthirster	100 GCs	120 GCs	150 GCs	200 GCs
Minotaur Lord	80 GCs	110 GCs	140 GCs + MMI	170 GCs + MMI
Minotaur	60 GCs	90 GCs	120 GCs + MMI	150 GCs + MMI
Ogre Chieftain	70 GCs	100 GCs	120 GCs + MMI	150 GCs + MMI
Ogre	50 GCs	80 GCs	100 GCs	120 GCs
Troll	60 GCs	90 GCs	120 GCs + MMI	150 GCs + MMI
Elmir	50 GCs	70 GCs	100 GCs + MMI	120 GCs + MMI
Undead Champion	40 GCs	60 GCs	70 GCs	90 GCs + MMI
Zombie	—	10 GCs	10 GCs	20 GCs
Skeleton	10 GCs	10 GCs	10 GCs	20 GCs
Mummy	—	20 GCs	40 GCs	100 GCs

TREASURE CHESTS

Treasure Chests can be found in Lairs and Quest rooms. When a Treasure Chest is found, roll 2D12 and look up the result on the Treasure Chests Table.

Most of the treasures here will be familiar from the Advanced Heroquest book – gold crowns, rat poison, bows, arrows and the like. There are two new types of treasure here, *Jewels* and *Blade Venoms*, and both are described fully in the following section. Magic treasures are dealt with later.

TREASURE CHESTS TABLE	
2D12	Contents of Treasure Chest
2-5	Treasure Map
6	4 Bolts (for crossbow) and 20 Gold Crowns
7	6 Arrows & 20 Gold Crowns
8	10 feet of Rope and 30 Gold Crowns
9	2 Flasks of Greek Fire & 1 Jewel
10	50 Gold Crowns
11	100 Gold Crowns
12	50 Gold Crowns & 1 Jewel
13	100 Gold Crowns & 1 Jewel
14	Bow, 6 Arrows & 1 Jewel
15	Shield, 6 Arrows & 50 Gold Crowns
16	Screech Bug & 50 Gold Crowns
17	Rat Poison & 50 Gold Crowns
18	Blade Venom (1 dose), 50 GC & 1 Jewel
19	Blade Venom (1 dose), 50 GC & 1 Jewel
20-21	1 Magic Treasure
22-23	1 Magic Treasure & 1 Potion
24	2 Magic Treasures, 1 Potion & 1 Jewel



MONSTER MAGIC TREASURES

Roll D12 and consult the table below. Make sure you record the Monster Magic Item on a blank Monster Reference Table or make a clear note of it elsewhere.

Details of these magic items can be found in *Magic Treasures* section below.

MONSTER MAGIC TREASURES TABLE	
D12	Magic Item Possessed by the Monster
1	Amulet of Courage
2	Ring of Speed +1
3-4	Potion of Healing
5	Potion of Prowess
6	Amulet of Protection
7	Scroll containing 2 Wizard Spells
8	Magical Shield - Arrow Catcher
9-10	Ring of Magic Protection +1
11	Magic Sword, +1 to WS only
12	Potion of Regeneration

BLADE VENOMS

When Blade Venoms are discovered as treasure, the venom type is found by rolling a D12 on the following table. Each variety of Blade Venom can be applied to an edged hand weapon only. This includes swords, daggers, halberds, axes and spears but not warhammers or clubs nor crossbow bolts, arrows or any other missile weapon.

Each dose of Blade Venom will last for 1 combat. During this time, any successful hit from the attacker will do 1 additional Wound to the creature (or type of creature) affected by the Blade Venom. As the table shows, specific Venoms are effective against particular creatures - for example, Graveroot is effective against all Undead creatures (but has no effect on living creatures of any type).

BLADE VENOMS TABLE		
D12	Blade Venom	Effective Against
1-2	Graveroot	Undead
3	Elfbane	Elves, Dark Elves
4-5	Blackroot	Orcs & Goblins
6-7	Stonebane	Ogres & Trolls
8-9	Lawfoil	Chaos Warriors
10-12	True Lawfoil	Chaos Creatures

Except for Elves and Dark Elves, which have their own entry, all other creatures are all grouped, as follows:

Undead: includes Zombies, Skeletons, Mummies, Undead Champions.

Orcs and Goblins: This includes all the specialist types such as the Orc Warlord, Goblin Archer, etc.

Ogres and Trolls: Again, the Ogre Champion and other Ogre/Troll "specialists" are included.

Chaos Warriors: This includes Chaos Thugs, Chaos Champions, Chaos Warriors, and also the Chaos Sorcerer.

Chaos Creatures: This includes Minotaurs (and Minotaur Lords), Beastmen, and all Daemons (Bloodthirsters, Daemonettes, and Greater Daemons of Tzeentch).

JEWELS

Jewels are always valuable, and unlike gold crowns they don't count as weighing anything. This means that Heroes can carry extra treasure without being weighed down with too much gold. Some types of jewels are magical. If the D12 roll on the Jewel Table below indicates that a jewel is magical, you should immediately roll on the Magic Jewels Table (see page 25) to see what magic property the jewel possesses.

Magic Jewels are worth 150 gold crowns if they are sold. If they are kept and their magic is used up, they are worth 50 gold crowns afterwards.

JEWEL VALUE TABLE	
D12	Value of the Jewel
1-3	50 Gold Crowns
4-5	80 Gold Crowns
6-7	100 Gold Crowns
8-9	150 Gold Crowns
10-12	Magic Jewel

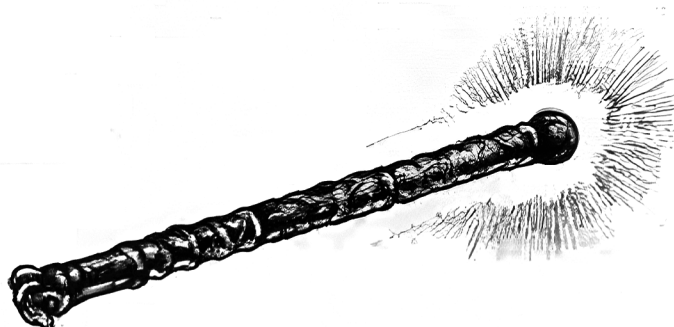
MAGIC TREASURE

Magic items are the most valuable treasures which Heroes can find! They are easily the best way in which Heroes can make themselves more powerful. There are, however, limits to the number of magic items Heroes and Henchmen can carry and use. For example, only one magic ring can be worn, and no more than three magic weapons can be carried. Sometimes, it's simply too much weight and bulk to carry, and other times, having too much magic in close proximity can be dangerous. Adventurers still speak of the Hero who wore five protective Amulets around his neck and simply disappeared in a blaze of heat, light and the Chaotic flux of magic...

The Magic Treasure Table below supercedes the old one in the Advanced Heroquest rulebook (page 31). We've collected together all the Magic Treasures here, both old and new, so everything you need for complete reference is in this one section. References are often made to "model" and "models" when describing magic items. This can mean a Hero, a Henchman, or even a monster, since monsters can use magic items too!

MAGIC TREASURE TABLE			
2D12	Result	2D12	Result
2	Dawnstone	12	Jewel
3	Amulet	13-14	Potion
4	Bag	15	Arrows or Bolts
5-6	Wand	16-17	Bow
7	Ring	18-19	Sword
8	Shield or Helm	20-21	Armour
9	Weapon	22-23	Robe or Cloak
10-11	Scroll	24	Talisman

As usual, when the Heroes find a magic item they should agree among themselves who is the best person to use it. If they cannot agree, the Leader should decide which member of the party may carry and use the item. Treasure can be re-allocated during or after the expedition anyway, and Heroes can make swaps and deals between themselves.



DAWNSTONES

A Dawnstone is a very powerful and unusual magical object. It contains 1D12 Fate Points that can be used by the owner in the same way as normal Fate Points. The Dawnstone does not however regenerate between adventures and trips, so once its Fate Points are used they are lost forever.

MAGIC AMULETS

There are now five different Magical Amulets, so roll a D12 and determine from the table below which type has been found.

MAGIC AMULET TABLE	
D12	Amulet Type
1-2	Amulet of Iron
3-5	Amulet of Protection
6-7	Amulet of Courage
8-10	Amulet of Warding
10-12	Amulet of Health

Amulet of Iron

If a spell is aimed at the model wearing this amulet, or it is in the area of effect of a spell, roll a D12. On a roll of 9 or more, the spell has no effect on the model. Note that the amulet works even if the player wants to have his Hero affected by the spell, so be sure to remove it before having Wounds healed by a *Flames of the Phoenix* spell, for example! Also, if an Amulet of Iron saves a model from an area effect spell (such as an *Inferno of Doom* spell), this does not save other models in the area of effect from the effects of the spell.

Amulet of Protection

Any model wearing an amulet of this type has its Toughness increased by 1 point, in addition to any benefits for armour, etc.

Amulet of Courage

This amulet protects its wearer against fear. He need never make a Bravery check when confronted by a *Fearsome Monster*, and he is immune to spells which cause fear (such as *Flight*).

Amulet of Warding

This amulet protects its wearer against a certain type of monster. A Hero wearing an Amulet of Warding will suffer one less Wound from each successful attack by the type of monster in question. Also, a monster of this type can never get any kind of free attack – from a fumble for example – when fighting the wearer of an Amulet of Warding.

Roll a D12 and read from the table below which type of monster a particular Amulet of Warding

protects against. For a range of monsters such as Chaos Creatures, the groups listed earlier (under *Blade Venoms*) should be used as definitions.

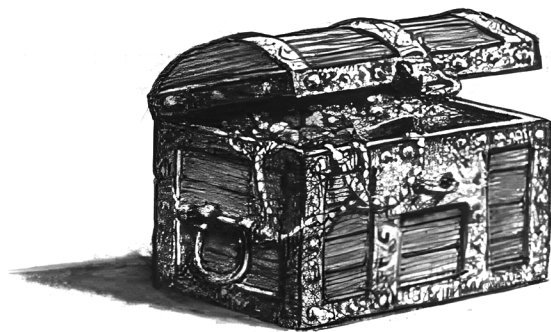
Amulets of Warding are quite specific: they protect against one, and only one, type of monster and offer no protections against any other types!

AMULET OF WARDING TABLE			
D12	Protection from	D12	Protection from
1	Chaos Warriors	8-9	Skaven
2-3	Chaos Creatures	10	Undead Creatures
4-5	Orcs & Goblins	11	Fimir
6-7	Ogres & Trolls	12	Daemons

Amulet of Health

This amulet protects its wearer from all kinds of disease and poison. The model will never suffer from a disease caused by a monster such as a Mummy, he will not be affected by any Blade Venom, and is unaffected by Poison Darts, Gas traps or Deadly Poison mould, mushrooms and pools.

A model may only wear one Amulet at a time, and may not wear an Amulet and a Magic Talisman at the same time.



MAGIC BAGS

Magic Bags are sleek leather pouches with silken drawstrings. Roll a D12 and check the table below to see what type of bag has been found. Bags will always be empty when they are found.

MAGIC BAGS TABLE	
D12	Type of Bag
1-3	Bag of Lightness
4-6	Bag of Treasure
7-9	Bag of Wizardry
10-12	Rat Bag

Bag of Lightness

This bag can hold up to 250 gold crowns quite weightlessly. This allows a Hero to carry twice his normal allowance of gold crowns before he must forgo any further gold.

Bag of Treasure

This bag can be used once between expeditions, but will be empty at any other time. One Hero can empty the Bag of Treasure after an expedition, and it will disgorge 5D12 gold crowns (the player of the Hero with the bag can roll the D12). It is usual for Heroes to share the money between them.

Bag of Wizardry

This bag can produce Spell Components for any spell as requested by the Wizard. Roll a D12 when the Bag of Wizardry is found to determine the number of times the Bag can produce spell components before it loses its magic forever. The Bag can produce different components each time it is asked to do so.

Rat Bag

The bane of Skaven of all sorts. If a Hero with a Rat Bag flourishes it at a Skaven model within his death zone, the Skaven is forced to jump into the bag and is magically shrunk and unable to fight! Any Skaven except for spellcasters will be affected. Using the Rat Bag takes place during a Combat Turn and no other form of attack can be made in addition.

The Skaven within the bag cannot be harmed while he is still in it, but he cannot harm those on the outside either. When the Hero carrying the Rat Bag reaches a square next to the stairs leading up and out of the dungeon, the Skaven will magically reappear from the bag within the Death Zone of the Hero with the bag (if possible, otherwise as close as he can get). This time the Skaven (back to full size outside the bag!) must be fought normally, and cannot be forced into the bag again.

Only one Skaven can be trapped within a Rat Bag at any one time.

MAGIC WANDS

A Magic Wand may only be used by a Wizard. Wands are of two types: Bright Wands and Light Wands, corresponding to the two Colleges of Magic. Roll a D12 and consult the table below to determine which type of wand has been found.

MAGIC WAND TYPE TABLE	
D12	Type of Magic Wand
1-6	Bright Wand
7-12	Light Wand

Each Magic Wand contains one spell, chosen at random from the tables below. To find how many charges the wand has roll a D12. If you roll an odd number, add 1 to the number rolled, so the wand will have 2, 4, 6, 8, 10 or 12 charges.

BRIGHT WANDS	
D12	Type of Wand
1	Open Window
2	Inferno of Doom
3	Courage
4	Still Air
5	Power of the Phoenix
6	Swift Wind
7	Flight
8	Flaming Hand of Destruction
9	The Bright Key
10	Flames of the Phoenix
11	Flames of Death
12	Dragon Armour

LIGHT WANDS	
D12	Type of Wand
1	Power of Life
2	Strength of Life
3	Cloak of Protection
4	Blinding Light
5	Escape
6	Restore Life
7	Regeneration
8	Remove of Venom
9	Dagger of Banishment
10	Sleep of Ages
11	Light of Learning
12	Banish Fear

Each time a Bright Wizard casts a spell with a Bright Wand he uses 1 charge, but if he were to cast a spell with a Light Wand he would use 2 charges. Similarly, when a Light Wizard casts a spell with a Light Wand he uses 1 charge, but if he were using a Bright Wand he would use 2 charges. Keep a careful check of how many charges have been used from a wand. When they have all been used up, the wand is no longer magical.

MAGIC RINGS

Roll a D12 and consult the table below.

MAGIC RINGS TABLE	
D12	Type of Magic Ring
1	Ring of Protection (Level 1)
2	Ring of Protection (Level 2)
3	Ring of Protection (Level 3)
4	Ring of Magic Protection (Level 1)
5	Ring of Magic Protection (Level 2)
6	Ring of Magic Protection (Level 3)
7	Ring of Fate
8-9	Ring of Speed (Level 1)
10-11	Ring of Speed (Level 2)
12	Ring of Greatness

Rings of Protection

These add to the wearer's Toughness (in addition to any benefits for armour, etc.). A level 1 ring adds 1 point, a level 2 ring adds 2 points, and so on.

Rings of Magic Protection

These protect the wearer from spells and magical traps such as a Fireball. A level 1 ring cancels the effects of such a spell if the wearer can roll 11 or 12 on a D12. A level 2 ring cancels the effects if the wearer can roll 9 or higher. A level 3 ring works if the wearer can roll under his Intelligence score.

Ring of Fate

The highly-prized Ring of Fate contains 2 or 3 Fate Points. Roll a D12. If the number rolled is even the Ring of Fate has 2 Fate Points, if the number rolled is odd the ring contains 3 Fate Points. Fate Points work exactly as normal, but are not replaced in the ring once used, even between expeditions and adventures. Once the Fate Points in the Ring of Fate are used up, it has no magic left in it.

Ring of Speed

These rings add to the Speed of the model wearing them. A level 1 ring adds 1 point to the model's Speed score, a level 2 ring adds 2 points.

Ring of Greatness

The wearer of this ring is particularly strong when dealing with powerful enemies. He can ignore all special rules which apply to *Invulnerable Monsters* and affect them normally. The wearer is immune to the fear caused by *Fearsome Monsters*, and gains an extra damage dice against *Large Monsters*.

A model may only wear one Magic Ring at a time.



MAGIC SHIELDS AND HELMS

Roll a D12 and check the table below to see what has been discovered. Some shields and helms simply add extra Toughness to a model (and may penalize Speed or Bow Skill). If this is the case then the changes to BS, T and Sp are shown in the table below. These need no further explanation. A few shields and helms have special, different magic and these are described individually below the table.

MAGIC SHIELDS & HELMS				
D12	Shield or Helm	BS	T	Sp
1-3	Simple Magic Shield	-1	+1	0
4	Magical Greatshield	-2	+2	-1
5	Simple Magic Helm	0	+1	0
6	Dwarven Magic Helm	-1	+2	0
7-8	Shield of Spell Reflection	See below		
9-11	Shield, Arrow Catcher	See below		
12	Magic Helm, Fearsome Rune	See below		

Shield of Spell Reflection

This shield acts as a kind of magical mirror. When a spell is cast at the model with the shield, roll a D12. If the number rolled is equal to or less than the model's Intelligence score, then the spell doesn't affect the model, and is reflected back at the spellcaster! If the Intelligence test is failed, the spell affects the model normally. The shield doesn't protect its user from spells triggered by magical traps or spells which affect an area.

Shield, Arrow Catcher

This shield is enchanted to give its user complete protection against all non-magical missiles. All arrows or crossbow bolts fired at the shield user will be magically sucked into the shield, leaving the model unharmed. The shield only gives normal protection against magical arrows and bolts, however.

Magic Helm, Fearsome Rune

This great helm reduces BS by 1 point and adds 2 points to the model's Toughness, but it also has an ancient symbol etched into the front of it, over the model's forehead. This rune strikes fear into the hearts of all the user's enemies, and the helm wearer is treated as being a *Fearsome Monster*. This fear doesn't apply to the model's companions, henchmen, etc.

MAGIC WEAPONS

There are two types of Magic Weapons. One type simply gives the user additional damage dice, but others have special individual properties. Page 44 of the Advanced Heroquest rulebook shows the basic number of damage dice to be rolled when using each weapon type, and Magic Weapons which allow the user to roll extra damage dice are listed on the table below as +1 damage dice or +2 damage dice. It is never possible for a weapon to inflict more than 12 damage dice, irrespective of its magical bonus, user's strength, etc. Magic Weapons which have additional damage dice are simply listed as such on the table below and need no extra description. Other Magic Weapons are described below. Roll 2D12 when a Magic Weapon is found and check the table below to find out what has been discovered.

MAGIC WEAPONS TABLE	
2D12	Result
2	Dagger, + 1 damage dice
3-4	Dagger, + 2 damage dice
5	Dagger of Throwing
6	Spear, + 1 damage dice
7	Spear of Returning
8	Axe of Cleaving
9	Axe, + 1 damage dice
10	Warhammer, + 1 damage
11	Warhammer, + 2 damage
12	Flying Hammer
13	Halberd, +1 damage dice
14	Halberd, +2 damage dice
15	Halberd of Cleaving
16	Halberd of Skill
17	2-handed Sword of Cleaving
18-19	2-handed Sword of Skill
20	2-handed Sword, + 1 damage
21-22	2-handed Axe of Cleaving
23	2-handed Axe of Skill
24	2-handed Axe, +1 damage



Dagger of Throwing

This dagger is specially balanced to be hand-thrown and may be used as a ranged weapon. It has a range of 6 squares and 4 damage dice. In hand-to-hand combat, it does the same damage as a non-magical dagger.

Spear of Returning

This spear can be thrown at a target as a ranged weapon, with a range of 8 squares and 4 damage dice. It also returns to the hands of the thrower immediately after striking its target, so it is available for use in the next combat turn. In hand-to-hand combat it inflicts the same number of damage dice as a non-magical spear.

Axe of Cleaving

This axe has a series of fine runes engraved along its blade which keep it magically sharp. This enables it to cause a critical hit on a roll of 10-12.

Flying Hammer

This hammer can be thrown as a ranged weapon, with a range of 10 squares and 6 damage dice. It flies and returns to its owner's hand in a split-second, ready for use in the next combat turn.

Halberd of Cleaving

In a similar fashion to the Axe of Cleaving, this halberd has an enchanted sharpness which allows it to cause a critical hit on a roll of 10-12.

Halberd of Skill

While it does not inflict any additional damage, this weapon is highly prized since its user will never fumble with it! Any normal fumble is treated simply as a miss.

Double-handed Sword of Cleaving

This double-handed sword has an enchanted sharpness which allows it to cause a critical hit on a roll of 10-12.

Double-handed Sword of Skill

While it does not inflict any additional damage, this weapon is valuable because its owner will never fumble with it – any normal fumble is simply a miss.

Double-handed Axe of Cleaving

This double-handed axe has an enchanted sharpness which allows it to cause a critical hit on a roll of 10-12.

Double-handed Axe of Skill

While it does not inflict any additional damage, this weapon is valuable because its owner will never fumble with it – any normal fumble is simply a miss.

A model may not carry more than three weapons. This does not include Bows and Arrows (or bolts) which are treated separately.

MAGIC JEWELS

Magic Jewels are worth 150 gold crowns if they are sold before their magic is used, and 50 gold crowns if sold after the magic within them is used up. In the case of Magic Jewels which have a limited number of uses, even using the Jewel once will reduce its value to 50 gold crowns. If a Magic Jewel is found, roll a D12 and to see what has been discovered.

MAGIC JEWEL TABLE	
D12	Type of Magic Jewel
1-2	Cleargem
3-4	Fate Jewel
5-6	Fire Ruby
7-8	Jewel of Shattering
9-10	Soul Jewel
11-12	Spell Jewel

Cleargem

This large gem is held before one eye when a Hero is searching for traps. It shows the detail of rooms, floors and chests, and if used during an exploration turn it adds 1 to D12 rolls for spotting traps (Advanced Heroquest rulebook, page 33).

Fate Jewel

This stores 2 or 3 Fate Points. Roll a D12: if the number rolled is even the Fate Jewel has 2 Fate Points, if the number rolled is odd the Jewel contains 3 Fate Points. Fate Points work exactly as normal, but are not replaced in the Jewel when they have been used, even between expeditions and adventures. Once the Fate Points in the Fate Jewel are used up, it has no magic left in it.

Fire Ruby

This jewel has 1D12 charges within it and its magic may only be used by a Wizard. Each time a charge is used, the Wizard rubs the gem and his hands become alive with magical fire. This does not harm the Wizard, but the effects on his enemies in hand-to-hand combat are exactly the same as for the *Flaming Hand of Destruction* spell (see the Bright Wizard's spellbook).

Jewel of Shattering

This dark red jewel is a deadly weapon. It can be thrown up to 8 squares distance, automatically landing on the intended square (if this is within line of sight). Any model standing on that square, or any square adjacent to it, is engulfed in a tornado of raging flame as the jewel explodes into fire and flings shards of crystal into the air. Roll 8 damage dice to determine the effects for each model in the area of effect.

Soul Jewel

This spell can save the soul of a Hero or Henchman. If such a character is slain, the Soul Jewel will hold the soul, and if the jewel is crushed over the dead body the Hero or Henchman will come back to life as if treated with a *Power of the Phoenix* spell (see the Bright Wizard's spellbook). The Soul Jewel may only be used once.

Spell Jewel

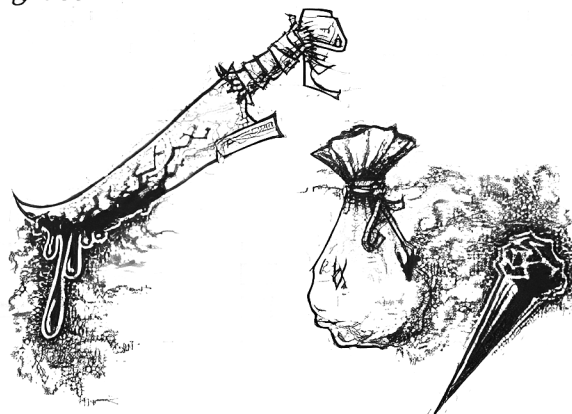
This behaves exactly as a Magic Wand, containing one spell which may be used 1D12 times before the Spell Jewel loses its magic. Determine which spell the jewel stores by rolling two dice and reading from the Magic Wands Table (page 22).

MAGIC SCROLLS

Scrolls can only be used by a Wizard. A scroll will hold spells each of which can be cast once, after which the writing on the scroll will fade (if there is more than one spell on the scroll, the other spells aren't affected, of course). Roll a D12 on the table below to determine what the contents of the scroll are.

MAGIC SCROLLS TABLE	
D12	Type of Magic Scroll
1-2	1 Spell, Bright Wizard's Spellbook
3-4	2 Spells, Bright Wizard's Spellbook
5	3 Spells, Bright Wizard's Spellbook
6	4 Spells, Bright Wizard's Spellbook
7-8	1 Spell, Light Wizard's Spellbook
9-10	2 Spells, Light Wizard's Spellbook
11	3 Spells, Light Wizard's Spellbook
12	4 Spells, Light Wizard's Spellbook

Roll a D12 to determine which spell is found (a separate roll for each spell; duplications are possible). Read down the Spell Book for the Wizard: 1-6 down the left column, 7-12 down the right column.



MAGIC POTIONS

Roll a D12 and determine the nature of any Magic Potion found from the following table.

MAGIC POTIONS TABLE	
D12	Type of Magic Potion
1-2	Healing
5-7	Strength
8	Prowess
9	Invulnerability
10	Regeneration
11	Cursed Potion
12	Sublime Potion of the Supreme Alchemist

Potion of Healing

This may be drunk by a model at the start of any turn. It may also be given to an unconscious Hero or henchman by another so long as neither is in an enemy death zone and the character giving the potion is in an adjacent square to the unconscious model. Healing Potions restore a character's Wounds to their starting level from the beginning of the next turn. Potions of Healing will not restore Heroes who have died. Note that some Hazards require a Hero to drink a Potion of Healing or die!

Potion of Strength

This may be drunk by a model at the start of any turn. Strength is then increased by 2 points, and the number of damage dice rolled for hand-to-hand weapon or fist combat is increased by +2. The effects of the potion last for 3 turns (combat and/or exploration).

Potion of Prowess

This may be drunk at the start of any turn. Weapon Skill, Bow Skill, and Speed are all increased by 1 point each. The effects of the potion last for 3 turns (combat and/or exploration) and then wear off.

Potion of Invulnerability

This may be drunk at the start of any turn, and makes the drinker invulnerable just like an *Invulnerable Monster* (see *Alternative Monsters* in the Advanced Heroquest rulebook, page 40). The effects last until the end of the next combat.

Potion of Regeneration

This may be drunk at the start of any turn, and allows a Hero to regenerate Wounds just like a *Regenerating Monster* (see *Alternative Monsters* in the Advanced Heroquest rulebook, page 40). The effects last until the end of the next combat.

Cursed Potion

This evil potion has its effects as soon as it is drunk (at the start of any turn). It *permanently* subtracts 1 from one of the drinker's characteristics. Roll a D12 and check from the table below which ability score is reduced as a result of drinking this potion. The GM should tell the players that the potion is a Potion of Healing until their character drinks it.

CURSED POTION TYPES			
D12	Ability reduced	D12	Ability reduced
1-2	Weapon Skill	7-8	Speed
3-4	Bow Skill	9-10	Bravery
5	Strength	11	Intelligence
6	Toughness	12	Wounds

Sublime Potion of the Supreme Alchemist

This wondrous and rare potion can be drunk at the start of any turn. It heals all lost Wound points and cures any and all diseases the drinker has. Further, the drinker has one of his characteristics (not Fate Points) increased by 1 point permanently – the player can choose which of his Hero's characteristics is increased if he drinks this potion.

MAGIC ARROWS AND BOLTS

There are several types of Magical Arrows and Crossbow Bolts (bolts can only be fired from crossbows, arrows can be used with any bow). Roll 2D12 and check the table below to see which type of arrows or bolts have been found, and how many.

TYPES OF MAGIC ARROWS & BOLTS			
2D12	Arrow/Bolt type	2D12	Arrow/Bolt type
2	Bolts of Death (3)	12-14	Arrows of Flame (4)
3-4	Arrows of Death (6)	15	Bolts of Flame (2)
5	Bolts of Sure Striking (1)	16-19	Arrows of Morr (4)
6-7	Arrows of Sure Striking (2)	20	Bolts of Morr (2)
8	Bolts of the Assassin (2)	21-22	Arrows of True Flight (2)
9-11	Arrows of the Assassin (4)	23-24	Bolts of True Flight (1)

Arrows/Bolts of Death

These add +1 to the damage dice rolled for a successful hit.

Arrows/Bolts of Sure Striking

The bow user can add +2 to his Bow Skill when using these arrows.

Arrows/Bolts of the Assassin

An attack by one of these causes a critical hit on any dice roll of 10 or more.

Arrows/Bolts of Flame

These burst into flames when they hit a target. Add +2 to the number of damage dice rolled. If a Mummy is hit by one of these missiles it is destroyed instantly. A Troll hit by one of these missiles cannot regenerate any Wound loss it suffers from the hit.

Arrows/Bolts of Morr

These missiles have been consecrated to Morr, Lord of the Dead, and are especially enchanted to destroy the abomination of Undead creatures. Any Undead creature struck by one of these missiles is destroyed instantly. Undead creatures as a group were listed earlier (see *Blade Venoms*).

Arrows/Bolts of True Flight

These missiles never miss their target (providing it is within range!). No hit roll is required.

Magic Arrows and Crossbow Bolts obey all the normal rules for ranged attacks.

MAGIC BOWS

There are many types of Magical Bow. Roll one D12 and check the table below.

MAGIC BOWS			
D12	Type of Magic Bow	Range	Damage
1-2	Short Bow	28	4
5-7	Bow	40	4
8-9	Long Bow	48	5
10-11	Crossbow	48	5
12	Elven Power Bow	48	6

Some bows have additional magical properties, so roll a second D12 and consult the following table

MAGIC BOWS - SPECIAL ABILITIES	
D12	Special Ability
1-7	No Special Ability
8	Deadly Aim
9	Mighty Striking
10	Repeating
11	Swiftness
12	Deadly Power

Deadly Aim

A model using this bow adds +1 to its hit roll.

Mighty Striking

All arrows fired from this bow strike with 1 extra damage dice. This is in addition to any special effects the arrows may have if they are themselves magical (so, an Arrow of Death fired from a Bow of Mighty Striking would inflict 2 additional damage dice).

Repeating

A model using this bow may fire two arrows per combat turn from this bow, instead of just one.

Swiftness

A model with this bow can move and fire it as well, ignoring the normal rule.

Deadly Power

All arrows fired from this bow gain 1 extra damage dice, just like a Bow of Mighty Striking. In addition to this, the bow may fire one shot per adventure where 10 damage dice are rolled.

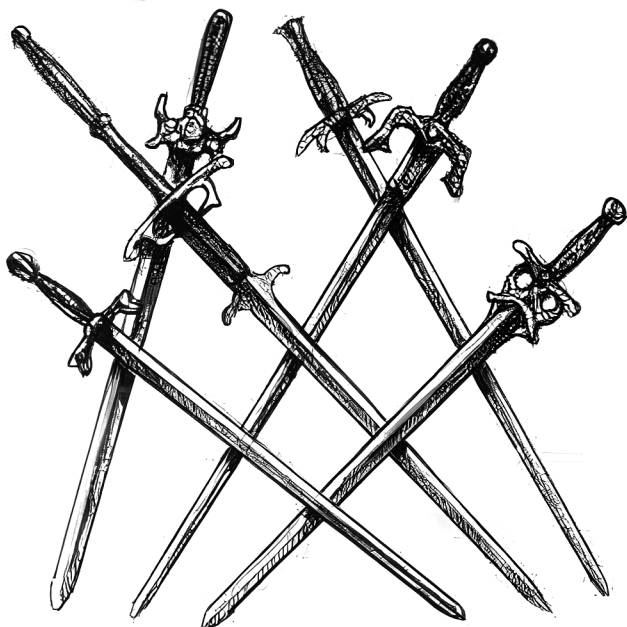
This shot may use any kind of arrow, and if the shot is fired by a Hero or Henchman the player must declare that he is using this special ability before rolling the hit dice. If the shot misses, then the special ability is wasted.



MAGIC SWORDS

Magic Swords are among the most highly prized of magic weapons. If a Magic Sword is among some treasure found, roll 2D12 and check the result on the table below. If you roll a total of 13 or under, the Magic Sword simply gives additions to Weapon Skill and/or damage dice as shown in the table. If you roll 14 or higher, you have rolled a special type of Magic Sword with unusual abilities. Because these special Magic Swords are all different they are individually described below.

MAGIC SWORDS			
2D12	Sword Type	+ to WS	+ to Damage Dice
2	Rune Sword	+2	+2
3-4	Limb Lopper	+2	+2
5-6	Rib Cleaver	+1	+2
7-9	Skull Splitter	+1	+1
10	Gut Ripper	+2	+1
11-12	Death Bringer	0	+1
13	Soul Reaver	+1	0
SPECIAL MAGIC SWORDS			
2D12	Sword Type		
14-15	Sword of Smiting		
16	Sword of Skill		
17-18	Sword of Courage		
19	Sword of Defence		
20	Sword of the Flaming Heart		
21	Sword of Glory		
22-23	Bane Sword (Rune Sword)		
24	Sword of Stealing (Rune Sword)		



Sword of Smiting

This sword gives bonuses of +1 to WS and damage dice, and it causes a critical hit on a roll of 11-12 (instead of the usual 12 only).

Sword of Skill

This sword gives bonuses of +1 to WS and damage dice, and it never gives a fumble result. A hit roll of 1 is considered just a simple miss.

Sword of Courage

This sword gives a bonus of +2 to WS, and also increases the user's Bravery score by 2 points. It cannot increase any Bravery score above 12.

Sword of Defence

This excellent weapon doesn't grant any increase to WS or damage dice, but it can automatically deflect and parry any one attack made against the wielder of the sword in each combat phase. The Hero player must decide which attack he will have the sword parry before the dice is rolled to hit. That attack is then treated as a miss – there's no need even to roll for a hit. If more than one attack is being made on the Hero, the player is not allowed to decide which attack to parry after he's seen the dice rolls for hitting made!

Sword of the Flaming Heart

This wondrous sword has a keen blue steel blade with a sinuous vein of an unknown red metal along the edges. When drawn from its scabbard the sword edges spark with a brilliant red flame. This adds 1 extra damage dice, and also +1 to all Wound rolls. Any Mummy successfully hit by a Sword of the Flaming Heart is destroyed instantly. Any Troll struck by it cannot regenerate the Wounds it causes.

Sword of Glory

This sword glows with a fearsome light during combat, and marks its wielder as a true Hero. The sword wielder has the same effect on enemy models as a *Fearsome Monster* has on Heroes. The sword also gives a bonus of +1 to WS.

Banesword (special Runesword)

The Banesword has a special, old magic Death Rune inscribed upon it, and has great power against one particular type of creature. Baneswords are particularly prized because they can be used by Wizards as well as other Heroes. Roll a D12 and check the table below to see what type of creature the Banesword is most effective against.

For groups of creatures such as Chaos Creatures, see the section on Blade Venoms for details of what a group includes.

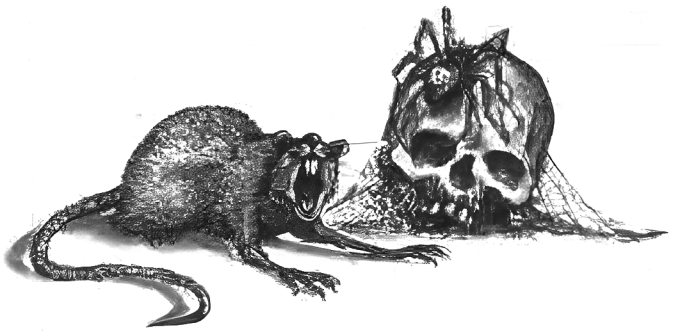
Against the specified creature type, a Banesword adds +2 to WS, damage dice, and all Wound rolls. Against any other type of creature, a Banesword simply adds +1 to WS only.

BANE SWORDS	
D12	Special Effects Against Monsters
1	Chaos Warriors
2-3	Chaos Creatures
4-5	Orcs & Goblins
6-7	Ogres & Trolls
8-9	Skaven
10	Undead Creatures
11	Elmír
12	Daemons

Sword of Stealing

This fine weapon gives no bonuses to WS or damage dice, but for every Wound it causes to an opponent on a critical hit, it restores one Wound to its user. However this does not allow the Wounds total of the sword user ever to exceed its start level.

No model may carry more than two Swords (including non-magical and two-handed swords). A wizard may not use a sword unless it is a Rune Sword. Use the Hand-to-Hand Weapon Table in the Advanced Heroquest rulebook (page 44) to adjust the Hand-to-Hand Combat figures on your character sheet for the effects of using a Magic Sword.



MAGIC ARMOUR

Magic Armour may be used by any Hero except a Wizard. Roll two D12 and consult the table below. If you roll 14 or less, the armour alters a model's Speed, Bow Skill, and Toughness. If you roll 15 or more, the armour is enchanted, with special abilities, as detailed below.

MAGIC ARMOUR					
2D12	Armour Type	Bow Skill	Toughness	Speed	
2-3	Elven	0	+4	0	
4	Dwarven	-2	+5	+2	
5-6	Enchanted Mithril	0	+5	0	
7-8	Plate	-2	+4	-2	
9-11	Chain	-1	+3	-2	
12-14	Leather	-1	+2	0	
SPECIAL MAGIC ARMOUR					
2D12	Armour	BS	T	Sp	Special Property
15-17	Chain	-1	+2	-2	Protection from Missiles
18-19	Chain	-1	+2	0	Speed
20-21	Chain	-1	+2	-2	Protection from Fire
22-23	Leather	0	+1	0	Enchantment
24	Plate	-2	+4	-2	Golden Light

Chain Mail, Protection from Missiles

The wearer is protected against all ranged attacks with non-magical missile weapons (arrows, bolts, spears, throwing daggers, axes, etc.). Against these weapons, the wearer of the armour is treated as an *Invulnerable Monster*. Against all other weapons (including magical missile weapons) the armour protects normally (with the bonus to Toughness shown in the table above).

Chain Mail of Speed

This armour is wonderfully light while still giving good protection. It thus gives benefits to Toughness without slowing down its wearer. The effects on speed, and the full profile for the armour, is shown in the Magic Armour Table above.

Chain Mail, Protection from Fire

This red-tinged armour gives good protection against all fire attacks (a Fireball spell trap, an Arrow or Bolt of Flame, etc.). The wearer can subtract -2 from all Wound rolls made if he is affected by such fiery attacks.

Leather Armour of Enchantment

This armour is very light and supple, and special enchantments placed upon it allow Wizards to wear it without any form of penalty. This is the one form of armour which Wizards are allowed to wear!

Plate Mail of Golden Light

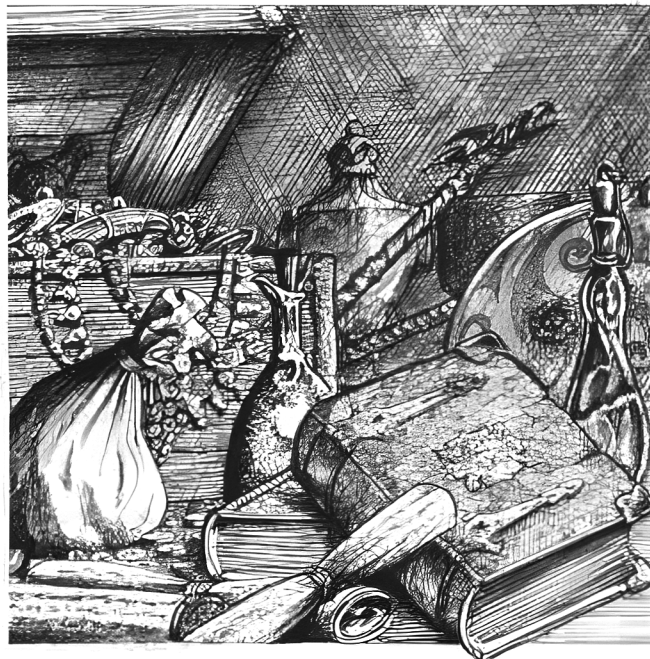
This wondrous plate armour is able to emit a brilliant golden light once per expedition (as chosen by the player of the Hero). When this happens, the Hero feels suddenly refreshed, strong, bursting with energy! All lost Wounds are at once restored, and the wearer is granted a bonus of +1 to WS for the next combat only.

Obviously, no model can wear more than one suit of armour at a time.

MAGIC ROBES AND CLOAKS

Magic Robes and Cloaks can't be worn with any type of metal armour. They can only be used by Wizards and characters wearing no armour or leather armour only. Roll a D12 and check the table below to see what type of robe or cloak has been found.

MAGIC ROBES & CLOAK	
D12	Type of Robe or Cloak
1-2	Robe of Toughness (Level 1)
3-4	Robe of Toughness (Level 2)
5	Robe of Toughness (Level 3)
6-8	Cloak of Pockets
9-10	Cloak of Invulnerability
11	Robe of Speed
12	Robe of the Sagacious Sorcerer

**Robe of Toughness**

Robes of Toughness are usually brown or grey, of a plain and simple design. These add to the Toughness of the wearer. A Level 1 Robe adds 1 point of Toughness, a Level 2 Robe adds 2 points of Toughness, and a Level 3 Robe adds 3 points of Toughness.

Cloak of Pockets

This finely made cloak is usually white or jet black. It has several magical pockets sewn into it, which have the following uses:

- One pocket can store up to 250 gold crowns quite weightlessly. This allows the wearer to carry up to double his usual allowance of gold crowns before he can carry no more.
- A second pocket is able to produce the spell ingredient for any one spell which the Wizard knows once during each adventure. The Wizard doesn't have to decide which ingredient this is until he needs it. Obviously if the wearer of the cloak isn't a wizard this isn't terribly helpful...
- A third pocket can produce a single dose of any one selected Blade Venom once (and only once) during an adventure. The wearer of the cloak must decide what this is before setting out on the adventure, however.

Cloak of Invulnerability

This most precious cloak is always a simple slate grey, made of very fine silk of extraordinary toughness. The wearer of this cloak is treated as an *Invulnerable Monster*.

Robe of Speed

The wearer of this robe adds +2 to his Speed score.

Robe of the Sagacious Sorcerer

This majestic and unmistakable robe can only be worn by a Wizard. It is of finest Cathay and Araby silks and satins, with gold threading, scented with cinnamon and frankincense, a whirl of majestic colour and brilliance. The Wizard wearing this robe gains 1 point of Intelligence, 1 point of Bravery, and 1 point of Speed, and also 1 Fate Point! The Fate Point is not regenerated in between adventures, of course. There is only one drawback: other Wizards become somewhat jealous of the robe wearer and charge an extra 50 gold crowns for each spell they are prepared to teach between adventures (so add 50 gold crowns to the spell costs in the Costs Table on page 37 of the Advanced Heroquest rulebook; and in the *Magic* section of this book).

A Hero may only wear one Cloak or Robe.

MAGIC TALISMANS

Similar to amulets, talismans are small charms worn around the neck on a thong of leather or a slim silver chain. There are three types of talisman, so roll a D12 to find which type has been found.

Talisman of Toughness

Wearing this adds 1 point to the wearer's Toughness score.

MAGIC TALISMANS

D12	Type of Magic Talisman
1-4	Talisman of Toughness
5-8	Talisman of Wizardry
9-12	Talisman of Fortune

Talisman of Wizardry

This can only be worn by a Wizard. It has 1D12 charges. Each charge, when used, allows the Wizard to cast one spell he knows without ingredients. When the Talisman has no charges left, it crumbles into dust and is then useless.

Talisman of Fortune

This lucky find grants the wearer 1 Fate Point when it is first found (it can't be passed round for everyone to gain a Fate Point!). The wearer is subsequently able to spot traps more easily, and can add +1 to all D12 rolls made for spotting traps (see the Advanced Heroquest rulebook, page 33).

No more than one Talisman can be worn at a time. It is not possible for a model to wear a Talisman and a Magic Amulet at the same time.



STEPHEN TAPPIN

HENCHMEN

The rules here expand and clarify those in the Advanced Heroquest rulebook. There are some changed rules, though, and these should be carefully read by the GM. They introduce new types of Henchmen for the Elf, Dwarf, and Wizard and also introduce the Captain, a very strong warrior who is the ultimate fighting Henchman. We've also included full-size character sheets for all of these new kinds of Henchmen.

As the Advanced Heroquest rulebook explains, Henchmen are adventurers who hear of the exploits of the Heroes and are willing to join with them. They may do so because they seek glory and fame themselves, or simply because it sounds like a well-paid job (even if rather dangerous). There are two ways for Heroes to gain the services of Henchmen. They can recruit them as hired help, or they may *attract them as followers*.

HIRED HENCHMEN

The only type of hired Henchman now allowed for any Hero is the Human Man-at-Arms. This changes the previous rule from the Advanced Heroquest rulebook; Human Sergeants cannot now be obtained simply as hired Henchmen.

Any Hero can acquire a Human Man-at-Arms as a hired Henchman, providing he has the funds to pay

for him. A Man-at-Arms must be paid 50 gold crowns per expedition (in advance). Men-at-Arms always make Wills, and leave their money and equipment to people other than the Heroes! They do not receive a share of any treasure gained during expeditions, since their fee is their reward. Hired Henchmen do not need any payment between expeditions. A Hero may have as many Men-at-Arms as he can afford to pay.

In addition, each time the Hero gains a Fate Point, one Man-at-Arms will arrive between expeditions to offer his services. These Men-at-Arms offer their services more cheaply (for 35 gold crowns) than standard Henchmen. The Hero doesn't have to accept a Man-at-Arms as a Henchman when one arrives in this way, but if he declines the offer he doesn't get another chance until he gains another *Fate Point* (although he can still hire additional Men-at-Arms in the normal way for 50 GCs each.)

Men-at-Arms are rather ordinary fighters, and they cannot have their Fate Points or characteristics increased by expenditure on the part of the Hero employing them (see the Costs Table on page 37 of the Advanced Heroquest rulebook). All other Henchmen can be improved in either of these ways; however, but the Heroes have to pay for this! Lastly, only Hired Henchmen are affected by *Henchman Retires* and *Risk Money* from the Random Events Table (Advanced Heroquest rulebook, page 36).

SERGEANTS

Sergeants are superior fighters who will only offer paid service to Heroes of definite renown. Any Hero may hire a Sergeant, but that Hero must have gained at least 1 Fate Point during his adventures before a Sergeant will offer service. This changes the previous rule and Sergeants cannot now be obtained by "swapping" for two Men-at-Arms (Advanced Heroquest rulebook, page 38).

Sergeants cost 75 gold crowns per expedition, and this fee must be paid in advance. Sergeants, like other Henchmen, make Wills before their expeditions and do not leave any of their money or equipment to the Heroes who employ them!

CAPTAINS

Captains are very capable fighters and almost heroes in their own right. Captains will only offer their services to Human Warriors, since their pride will only allow them to serve a Hero who they consider to be more skilled than themselves in the



arts of combat. Captains will never act as hired Henchmen, and although they require some payment for their services, they cannot be hired. A Warrior may never have more than one Captain in his service at any one time.

A Captain will arrive to offer his services to any Warrior who has acquired 3 Fate Points as a result of his adventures. If the Warrior declines this offer of service, the Captain will go off in search of a more heroic companion, and the Hero will be unable to find another until he has gained 2 further Fate Points. A Captain must be paid 50 gold crowns per expedition, and like other Henchmen, they leave their money and equipment to people other than the heroes in their Wills. The Warrior must also purchase at least 25 gold crowns' worth of new equipment for his Captain between each expedition (or spend more than this in increasing a characteristic score for the Captain, etc.).

ELF WARDANCERS

Wardancers are unique form of elven warrior-troubadour, with a rare range of skills. They are acrobatic, athletic fighters who spend their lives in training and meditation in order to keep their bodies supple and their reflexes sharp. As a result, they fight at close quarters with astonishing speed, grace, and deadliness. They are gifted experts with close combat weapons, but a side effect of this specialisation is that their use of ranged weapons is poor. Wardancers will only ever offer their services as a Henchmen to Elf Heroes and although they do require a living allowance from their Hero master, they will never serve merely as hired Henchmen. An Elf Hero may never have more than one Wardancer in his service at any one time.

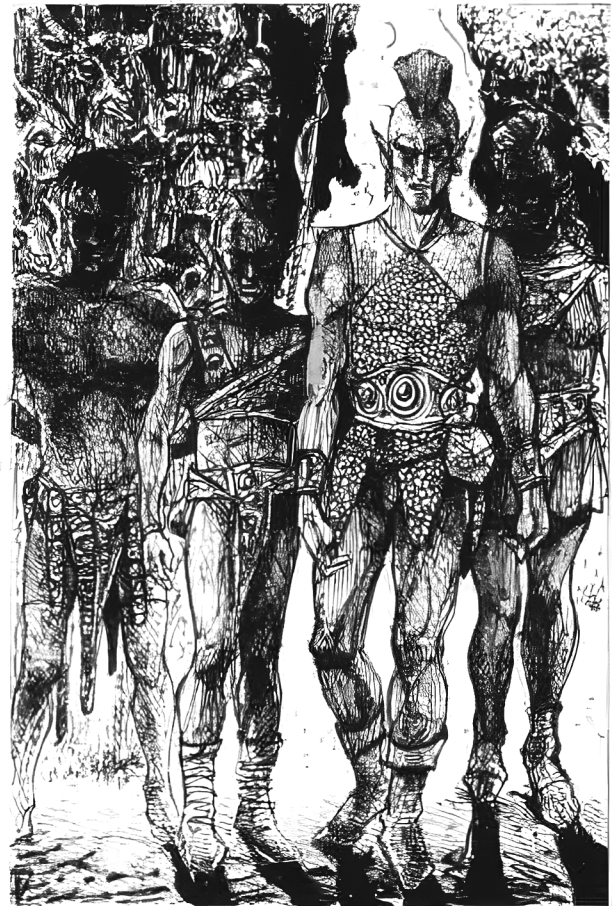
A Wardancer will arrive to offer his services to an Elf Hero when that Hero has acquired 2 Fate Points as a result of his adventures. If the Elf Hero declines this offer of service, the Wardancer departs, and the Hero cannot find another until he has gained another 2 Fate Points. An Elven Wardancer must be paid an allowance of 50 gold crowns per expedition, and never leave their money or equipment to Heroes in their wills. It is possible for an Elf Wizard to have an Elf Wardancer as a Henchman, but he cannot also have a Wizard's Apprentice at the same time.

SPECIAL RULES FOR WARDANCERS

Elf Wardancers are unusual, and some special combat and movement rules apply to them.

Armour

Wardancers may only wear leather armour, but can do so with no reduction to their Speed characteristic, due to their suppleness and agility.



RUSS NICHOLSON

Flying Leap

Wardancers may use their acrobatic skill to leap over a single Monster or Hero. Make a Speed Test, rolling a D12 against the Wardancer's Speed characteristic. If the player rolls less than or equal to the Wardancer's Speed, then move the Wardancer to the square directly opposite the one from which it began its leap. A Wardancer making a flying leap ignores all of the restrictions for moving through Death Zones.

A flying leap may be combined with a normal move, but not with a run, and only one Flying Leap may be attempted each combat turn. If the model making the flying leap fails the Speed Test then this is treated as a stumble and the model must cease moving immediately. A Wardancer may not make a flying leap over a model standing in a doorway or over a Large Monster.

If a Wardancer attempts a normal Heroic Leap over a Chasm or Pit Trap etc, then you should make the Speed Test with a -2 modification to the dice roll to reflect the Wardancer's great agility.

SPECIAL ATTACK MODES

Once engaged in hand-to-hand combat, Wardancers may attack using a number of special attack modes. The controlling player must declare the attack mode before any combat dice are rolled.

Concentrated Attack

The Wardancer uses all of its training and skill to penetrate the monster's defence. The model may attack with +2 on its hit roll.

Transfix

After the first round of combat with a single model, the Wardancer may use a combination of mystic dance and song to *Transfix* their opponent. The monster must make an Intelligence Test. If the monster fails, then the Wardancer's rolls to both hit and wound are at +1 and the monster's to hit rolls only are at -1. If the monster manages to hit the Wardancer then wounds are rolled normally. The effects of Transfix last for one combat round, although there is nothing to stop the model from attempting the same attack mode in the next round. If the monster passes the Intelligence Test then the Transfix fails and the attack is treated as normal.

Whirling Death

The Wardancer enters into a frenzy of bloodlust and may strike with 2 attacks in the same way as a Berserker (see the Advanced Heroquest rulebook page 40). Unlike a Berserk Monster, a Wardancer using Whirling Death is never caught off balance and the Wardancer's weapon skill is treated as normal when his opponents works out their hit rolls. Once this attack mode has been selected, the Wardancer must continue to assault the same model, until the monster is either dead or has run away. As soon as this has happened, the Wardancer can choose to continue with the Whirling Death attack against a new opponent, or revert to normal and choose a new attack mode.

Taunt

The Wardancer gestures, threatens, shouts insults and so outrages a specific model that it becomes compelled to attack him. Make an Intelligence Test for the monster. If it fails, then the monster is compelled to move towards the Wardancer in its own turn in an attempt to engage in close combat.

NORMAL ATTACK

The Wardancer attacks as a normal Hero with no special modifications.



DWARF TROLL SLAYERS

Troll Slayers are among the most fearsome fighters of the Dwarf race. They are young Dwarfs who been disgraced, crossed in love or in some other way humiliated. They will never discuss their dark secret – about which it is neither polite nor wise to enquire – but will attempt to atone for their past by following the path of the Troll Slayer and dedicating their lives to searching out and confronting danger. Shaven-headed, tattooed, and fearless in the fight, Troll Slayers have an utter disdain for ranged weapons, preferring the joys of cleaving with a double-handed axe. Despite their name, Dwarf Troll Slayers are happy to wade into just about any enemy they can find. They hate Trolls especially, but in their pursuit of atonement through death they will risk their lives by fighting more or less anything. Due to the strong racial bond between Dwarfs, they will only offer their service as Henchmen to Dwarf Heroes. Although they require a subsistence payment from their master, Troll Slayers never serve as paid Henchmen and thus can never be hired. A Dwarf Hero may never have more than one Troll Slayer in his service at any one time.

A Troll Slayer will arrive to offer his services to a Dwarf Hero when that Hero has acquired 2 Fate Points as a result of his adventures. If the Hero declines this offer of service, the Troll Slayer will add this further insult to his catalogue of suffering, pick up his axe and head off once more in search of

his destiny. The Hero will be unable to recruit another Troll Slayer until he has gained 2 more Fate Points. A Dwarf Troll Slayer must be paid 50 gold crowns per expedition, and Troll Slayers do not leave their money or equipment to Heroes in their Wills.

SPECIAL RULES FOR TROLL SLAYERS

Troll Slayers have their own peculiar codes of conduct and combat and the following special rules apply to them.

- Because of their peculiar attitude to danger, Troll Slayers never use shields, and they will not wear plate or mithril armour even if magical.
- Troll Slayers never use ranged weapons.
- A Troll Slayer may go berserk in combat if he wishes, just as a Berserk Monster. If confronted by a Troll, the Troll Slayer automatically goes berserk and must attack the Troll, irrespective of whatever other creatures may be present, the hazards which may be in the way (unless it's absolutely impossible to get at the Troll!) and of course his own safety.

THE WIZARD'S APPRENTICE

The Wizard's Apprentice is a most unusual Henchman and several unique rules apply to him. Apprentices will only offer their services as Henchmen to Wizard Heroes for the obvious reason that they come to study and learn from their new master. Although they can never be merely hired, Apprentices do require payment in kind, in exchange for their devotion to their master.

A Wizard's Apprentice will arrive to offer his services to a Wizard Hero when that Hero has acquired 2 Fate Points as a result of his adventures. If the Wizard declines this offer of service, then the Apprentice will go off in search of a more agreeable master, and the Wizard will be unable to find another until he has gained 2 further Fate Points. A Wizard cannot have more than one Apprentice at any one time.

Elf and Dwarf Wizards will find that their Apprentices are of their own race (this is always true; they have no choice). The profile for these rare Apprentices differs from those for a human Wizard's Apprentice. For an Elf Wizard's Apprentice, add +1 to Intelligence and subtract -1 Strength from the Wizard's Apprentice profile. For the Dwarf Wizard's Apprentice, the poor thing starts off not knowing any spells at all! The first spell can be taught to him at normal cost by his master, but after that time all the standard rules for cost of spell teaching and Intelligence Tests for Dwarf Wizards apply to the Dwarf Wizard's Apprentice as well (see Advanced Heroquest rulebook, page 43).



TONY ACKLAND

As we have said, Wizard's Apprentices do not require payment as such. Instead, they seek to learn from their masters. Between each expedition, the Apprentice must be taught one new spell, or have a characteristic improved by one point, or be given a Magic Treasure acquired during the expedition. If at least one of these conditions is not fulfilled, then the Apprentice will pack his bags and leave in order to seek a Wizard who can afford to encourage and support his protégé's studies.

SPECIAL RULES FOR WIZARD'S APPRENTICES

Wizard's Apprentices are subject to the same restrictions that apply to Wizards. They cannot wear armour, they cannot use any weapon larger than a dagger, and so on.

A Wizard's Apprentice begins his career knowing only one spell. This is always a spell from the same College of Magic as his Master – the Apprentice is of course a student of the same College. The Wizard Player can choose which spell his Apprentice knows, but it must be one of the four spells that the Wizard himself knew when he first began his life as a Hero. The Apprentice can be taught new spells by his master at half the usual cost (round any fractions of gold crowns up). Costs for spell teaching for Bright Wizard spells are listed on page 37 of the Advanced Heroquest rulebook. Costs for spell teaching for Light Wizard spells are shown in the section on Magic in this booklet. In both cases, take

half the cost shown in the table. The Apprentice is an eager student, he learns quickly, and the Wizard isn't trying to make a profit! However, the Wizard can only teach the Apprentice spells that he, the Wizard, already knows, and the Apprentice must be taught the first four spells of the College (the ones the Wizard began with) before he can learn any others. The Wizard must also buy all his Apprentice's spell components for him.

A Wizard can also improve the characteristic scores of his Apprentice. This can be done, once again, at half the usual cost – the Wizard needs to spend only 100 gold crowns to improve one characteristic score of his Apprentice by 1 point. However, the Wizard can never teach his Apprentice to have a characteristic score superior to his own. So, a Wizard with Intelligence 9 who has an Apprentice with Intelligence 7 can teach him to improve his Intelligence by up to 2 points, but no further (unless the Wizard improves his own Intelligence score first).

Wizard's Apprentices can use all magic items which Wizards can use. If the description of a Magic Treasure says that it can (only be) used by a Wizard, an Apprentice can use it also.

DEAD HENCHMEN AND DEAD HEROES

Unlike the Men-at-Arms and Sergeants, who merely enter the paid service of a Hero, there is an important bond of fellowship between a Captain, Wardancer, Troll Slayer or Apprentice and their respective masters.

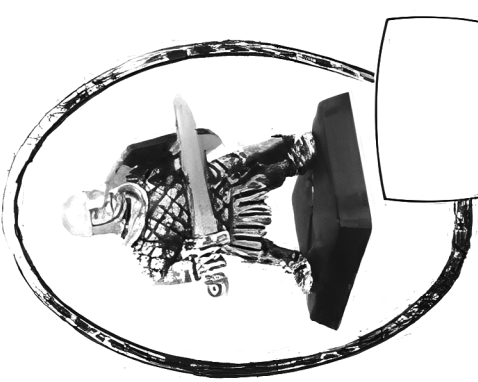
If the Henchman is killed (and not magically returned to life), the Hero has failed in his duty of comradeship-in-arms with this loyal and brave fighter and as a result must lose 1 Fate Point to reflect this ill-fortune. This Fate Point must immediately be removed from both the Start and Current boxes on the Hero Characteristic Sheet. Fate Points lost through the death of a trusted Henchman can be regained either by spending Gold Crowns in between adventures or through further heroic actions in the usual way.

If a Hero dies and is not returned to life, his Henchmen will always leave. Disillusioned and overcome with grief the Henchman will pack his bags and go off in search of new opportunities for fame and adventure. A replacement Hero cannot keep the Henchmen his predecessor had.



RUSS NICHOLSON

START	CURRENT	START	CURRENT
WEAPON SKILL	7	WEAPON SKILL	8
BOW SKILL	6	BOW SKILL	7
STRENGTH	6	STRENGTH	6
TOUGHNESS	6	TOUGHNESS	7
SPEED	7	SPEED	6
BRAVERY	7	BRAVERY	7
INTELLIGENCE	7	INTELLIGENCE	7
FATE	0	FATE	1
WOUNDS	3	WOUNDS	3



NAME: _____

RACE: HUNAN NAN-AT-ARNIS

HAND TO HAND	TARGET WPN SKILL	1	2	3	4	5	6	7	8	9	10	11	12
COMBAT	HIT ROLL	2	2	3	4	5	6	7	8	9	10	10	10

RANGED	RANGE	1-3	4-12	13-24	25-36	37+
COMBAT	HIT ROLL	8	9	10	11*	12*

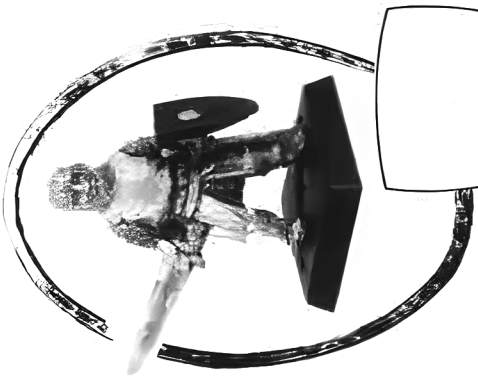
WEAPONS	RANGE	DAM.DICE	FUMBLE	CRITICAL
HALBERD	N/A	4	1-2	11-12

ARMOUR	BOW SKILL	TOUGHNESS	SPEED
LEATHER	-1	+1	-1
SHIELD	-1	+1	0
TOTAL	-2	+2	-1

EQUIPMENT

* NOTE: IMPOSSIBLE TO SCORE A CRITICAL HIT AT THIS RANGE

START	CURRENT	START	CURRENT
WEAPON SKILL	8	WEAPON SKILL	8
BOW SKILL	7	BOW SKILL	7
STRENGTH	6	STRENGTH	6
TOUGHNESS	7	TOUGHNESS	7
SPEED	8	SPEED	6
BRAVERY	7	BRAVERY	7
INTELLIGENCE	7	INTELLIGENCE	7
FATE	1	FATE	1
WOUNDS	3	WOUNDS	3



NAME: _____

RACE: HUNAN SERGEANT

HAND TO HAND	TARGET WPN SKILL	1	2	3	4	5	6	7	8	9	10	11	12
COMBAT	HIT ROLL	2	2	2	3	4	5	6	7	8	9	10	10

RANGED	RANGE	1-3	4-12	13-24	25-36	37+
COMBAT	HIT ROLL	7	8	9	10	11*

WEAPONS	RANGE	DAM.DICE	FUMBLE	CRITICAL
SWORD	N/A	4	1	12

ARMOUR	BOW SKILL	TOUGHNESS	SPEED
CHAIN MAIL	-1	+2	-2
SHIELD	-1	+1	
TOTAL	-2	+3	-2

EQUIPMENT

* NOTE: IMPOSSIBLE TO SCORE A CRITICAL HIT AT THIS RANGE

START

CURRENT

WEAPON SKILL

4

START

CURRENT

SPEED

8

5

7

4

8

4

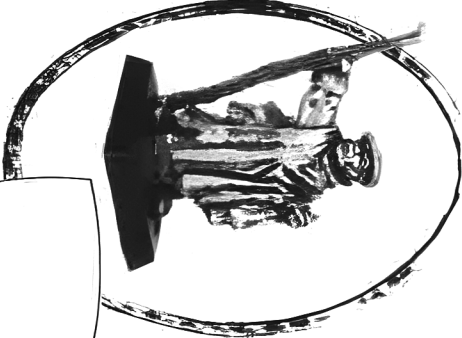
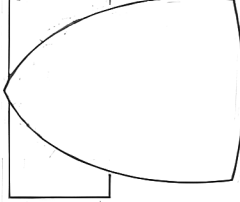
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NAME:

RACE: WIZARD'S APPRENTICE

HAND ^{TO} HAND COMBAT	TARGET WPN SKILL	1	2	3	4	5	6	7	8	9	10	11	12
	HIT ROLL	3	4	5	6	7	8	9	10	10	10	10	10
RANGED COMBAT	RANGE	1-3	4-12	13-24	25-36	37+							
	HIT ROLL	7	8	9	10	11*							

WEAPONS		RANGE	DAM.DICE	FUMBLE	CRITICAL
	DAGGER	N/A	1	1	12

ARMOUR		BOW SKILL	TOUGHNESS	SPEED
	TOTAL			

EQUIPMENT

* NOTE: IMPOSSIBLE TO SCORE A CRITICAL HIT AT THIS SPELL BOOK - 1 SPELL 1 SPELL COMPONENT

START

CURRENT

WEAPON SKILL

8

START

CURRENT

SPEED

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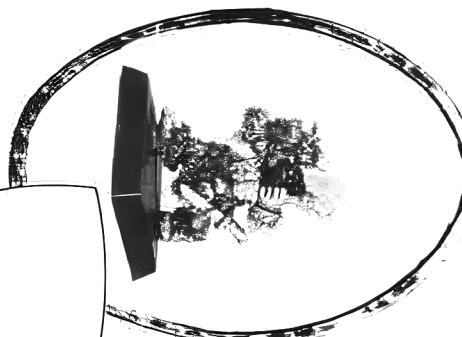
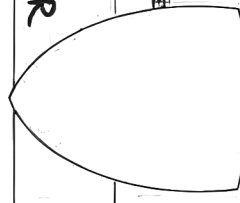
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NAME:

RACE: DWARF TROLL SLAYER

HAND ^{to} HAND COMBAT	TARGET WPN SKILL	1	2	3	4	5	6	7	8	9	10	11	12
	HIT ROLL	2	2	2	3	4	5	6	7	8	9	10	10

RANGED COMBAT	RANGE	1-3	4-12	13-24	25-36	37 +
	HIT ROLL	8	9	10	11*	12*

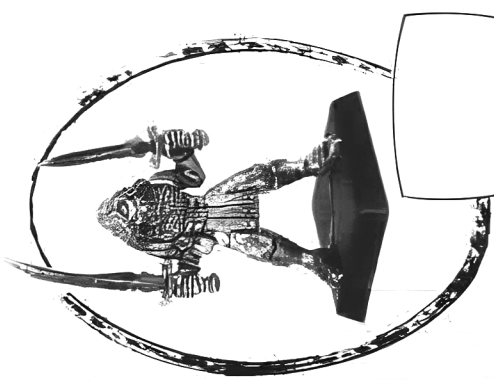
WEAPONS		RANGE	DAM.DICE	FUMBLE	CRITICAL
	2-HANDED AXE	N/A	5	1-2	11-12

ARMOUR		BOW SKILL	TOUGHNESS	SPEED
	LEATHER	-1	+1	-1
	TOTAL	-1	+1	-1

EQUIPMENT

* NOTE: IMPOSSIBLE TO SCORE A CRITICAL HIT AT THIS RANGE

START	CURRENT	START	CURRENT
WEAPON SKILL		SPEED	
8		10	
BOW SKILL		BRAVERY	
4		8	
STRENGTH		INTELLIGENCE	
5		7	
TOUGHNESS		FATE	
6		1	
NAME:		WOUNDS	
RACE: ELF WARDANCER		4	



HAND TO HAND COMBAT	TARGET WPN SKILL	1	2	3	4	5	6	7	8	9	10	11	12
	HIT ROLL	2	2	2	3	4	5	6	7	8	9	10	10

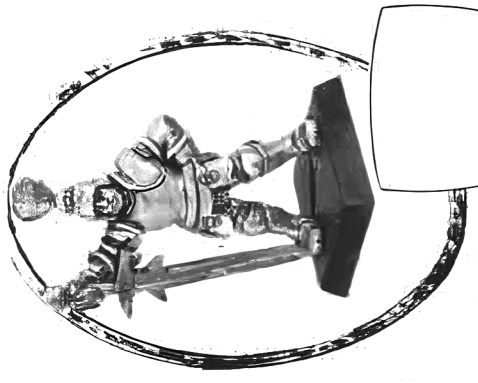
RANGED	RANGE	1-3	4-12	13-24	25-36	37+
COMBAT	HIT ROLL	8	9	10	11*	12*

WEAPONS	RANGE	DAM.DICE	FUMBLE	CRITICAL
	Sword	N/A	3	1

ARMOUR	BOW SKILL	TOUGHNESS	SPEED
TOTAL			

EQUIPMENT	* NOTE : IMPOSSIBLE TO SCORE A CRITICAL HIT AT THIS RANGE
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START	CURRENT	START	CURRENT
WEAPON SKILL		SPEED	
8		8	6
BOW SKILL		BRAVERY	
7	5	8	
STRENGTH		INTELLIGENCE	
6		7	
TOUGHNESS		FATE	
7	10	1	
NAME:		WOUNDS	
RACE: HUMAN CAPTAIN		4	



HAND TO HAND COMBAT	TARGET WPN SKILL	1	2	3	4	5	6	7	8	9	10	11	12
	HIT ROLL	2	2	2	3	4	5	6	7	8	9	10	10

RANGED	RANGE	1-3	4-12	13-24	25-36	37+
COMBAT	HIT ROLL	7	8	9	10	11*

WEAPONS	RANGE	DAM.DICE	FUMBLE	CRITICAL
	Sword	N/A	4	1

ARMOUR	BOW SKILL	TOUGHNESS	SPEED
	CHAIN MAIL - SHIELD	+2 +1	-2 0
TOTAL			

EQUIPMENT	* NOTE : IMPOSSIBLE TO SCORE A CRITICAL HIT AT THIS RANGE
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FINDING QUEST ROOMS

The GM may choose to use an optional rule about the location of Quest Rooms. This rule applies to rooms and the exploration phase (Advanced Heroquest rulebook, p.14). Instead of the Room Type Table, use the tables below instead. These new tables don't allow the first room discovered to be a Quest Room, and the chances of Quest Rooms increase as the Heroes get deeper into the dungeon (that is, have explored more rooms already). To use this rule, it's obviously essential to keep track of the number of rooms the Heroes have entered already. Using this system, Heroes will have to do a reasonable amount of exploration to find the Quest Rooms, but they shouldn't have to make an excessive number of forays into hazards, traps and monsters before they do find them.

Rooms Previously Entered: 0, 1 or 2		
D12	Room Type	Room Section
1-6	Normal	Small
7-9	Hazard	Small
10-12	Lair	Large

Rooms Previously Entered: 3-5		
D12	Room Type	Room Section
1-5	Normal	Small
6-8	Hazard	Small
9-11	Lair	Large
12	Quest	Large

Rooms Previously Entered: 6-7		
D12	Room Type	Room Section
1-4	Normal	Small
5-6	Hazard	Small
7-8	Lair	Large
9-12	Quest	Large

Rooms Previously Entered: 8 or more		
D12	Room Type	Room Section
1-3	Normal	Small
4-5	Hazard	Small
6-7	Lair	Large
8-12	Quest	Large

The number of rooms entered is the total number on all levels of the dungeon if the Heroes have found stairs leading down to deeper levels, and not just the number of rooms on a single level.

THE QUEST GENERATOR

Page 41 of the Advanced Heroquest rulebook gives you some ideas for quests, but ardent players of the game will long have exhausted these! Here, we present a Quest Generation system for developing an almost endless series of quest goals and aims. These are presented both as general themes and aims, and also with some specific examples for you to use and play immediately. Make a first roll on the Plot Generator Table, which gives you the general aim of the quest. Then roll on the appropriate table below (with the same title as the basic quest plot element) to develop the idea further.

PLOT GENERATOR TABLE	
D12	Basic Quest Plot
1-2	Rescue!
3-5	Retrieval!
6-8	Race Against Time Quests
9-10	Exploration
11-12	Revenge!

You'll also want to know what type of monsters may be in the dungeons. You can either make your own selection, or use the Dungeon Monster Table below as a basis to work from.

The rest of this section deals with Quest Plots, the reasons why Heroes actually set off for their dangerous adventures. Monsters are dealt with in the *Monsters* section!

DUNGEON MONSTER TABLE	
D12	Monster Type
1-3	Skaven
4-5	Undead
6-7	Orcs
8-9	Chaos
10-11	Beastmen
12	Mixed Dungeon

QUEST PLOTS

RESCUE QUESTS

"If our messenger isn't rescued to tell Count Diebstahl his vital information by tomorrow sunset, there is no doubt that the city will fall. It is imperative that he be rescued from the dreadful Skaven – we'll give you 200 Gold Crowns if you can rescue him!"

Rescue Quests involve the rescue of an important person who has been taken prisoner by the monsters in the dungeon. The Heroes are hired to rescue this person. It is usually known who has kidnapped or otherwise carried off the unlucky victim, and so the monsters in the Quest Room (at least) will be known about.

Roll on the Rescue Quests Table on the next page to determine the person who is to be rescued and the reward offered to the Heroes for their safe return. Then, as usual, the roll on the Dungeon Monster Table will tell you who has kidnapped the victim. These two tables alone can generate up to 49 different individual Quests!

Unlike many NPCs, you won't usually need any details (WS, BS, Toughness, Wounds, etc.) for the

people the Heroes have to rescue, because they are in the Quest Room and once they have been rescued the Quest is effectively over (although the Heroes might meet a Wandering Monster on the way back to the steps leading out of the dungeon if they are very slow, and you are feeling mean!).

One thing to be careful about is that the Heroes should not use any form of spell which affects an area including the person they are trying to rescue! If they do, that person dies, the Heroes go unpaid, and the Hero who cast the spell (such as an *Inferno of Doom* spell) loses 1 Fate Point permanently (this cannot be regained between expeditions). If he has no Fate Points left to lose, the wash of magical energies involved in casting the spell is exceptionally strong and racks his body with pain, causing an agonizing death!

The Monsters in the dungeon (even a Mixed dungeon) won't attack or harm the person they have abducted. They need that person as a hostage, for a ransom, for horrible magical experiments when an evil Wizard arrives (the Heroes can be glad he hasn't arrived yet!), to hand over to an evil Daemon who has paid them to kidnap the victim, or for a dozen other reasons.



STEPHEN TAPPA



RESCUE QUESTS TABLE

D12	Rescue Quest	Reward
1-2	The Count	200 GCs
3	The Princess	250 GCs
4-6	The Merchant	150 GCs
7-8	The Spy	200 GCs
9	The Wizard	Special
10	The Witch Hunter	150 GCs
11-12	The Healer	Special

THE KIDNAP VICTIMS

The Count

The Count has been kidnapped while out hunting, and if not returned to his castle rumours will spread like wildfire. Bandits will grow bold and harry the leaderless castle troops, and the local folk will grow fearful and flee for their lives. The Heroes must rescue him!

The Princess

Princess Emmanuelle has been abducted while travelling by coach. Her bodyguards were slain to a man, and she left only a handkerchief behind. Fortunately, a local goat-herd saw the kidnappers stealing her away and managed to track them to their lair. Now the Heroes must rescue the Princess from death or worse! This offers the best reward since her distraught father is desperate to have her back safely.

The Merchant

The monsters have stolen away a wagon full of produce – or at least as much as they could carry – and captured the rich merchant to hold for ransom. Travelling along that isolated road through the dangerous Chaos-racked woods was foolish... The merchant's clerk offers the Heroes 150 gold crowns and half of any goods recovered. The goods

will be in the chest in the Quest Room. Roll one D12 and multiply the number by 10 to give the value of the goods in gold crowns. The Heroes can add half of this to the reward they get paid for returning the Merchant safely home.

The Spy

The Spy has gathered vital information on his travels, observing the massing of evil creatures on the borders of the Heroes' homelands. It's vital that he is rescued from his kidnappers who will torture him and force him to talk. If the Heroes don't save him, the Spy won't be able to help the brave soldiers of the lands from repulsing the attacks of the evil monsters.

The Wizard

The Wizard has been kidnapped from his tower by marauding monsters who managed to bypass his magical alarms and defences. His Wizard's Apprentice, who has been wounded and was left for dead, begs the Heroes to rescue his master. The Apprentice cannot come with them because he's too badly hurt but he says that his master will reward them with a Magic Treasure if they rescue him.

If rescued, the Wizard has cast all his spells and has no spell components left to help the Heroes. If they bring him out of the dungeon alive, he gives them 1 Magic Treasure – roll randomly for this as usual. He will also teach a Wizard or Elf among the Heroes one spell free of charge. He will be of the same College as the Wizard among the Heroes.

The Witch Hunter

On the trail of evil Daemons in a Chaos-tormented group of villages, Theophilus Knurren the Witch-Hunter was ambushed and knocked unconscious by monsters which dragged him off to their lair. The villagers of the area are desperate – Theophilus was doing a fine job putting Chaos to the sword and the stake. They beg the Heroes to bring him back so he can finish his work. They pass round the hat and can only manage 50 gold crowns to reward the Heroes, but the Church of Solkan will also pay an extra 100 gold crowns if Theophilus, who is an ardent follower of Solkan, is brought back alive.

The Healer

The Healer has been spirited away while he was journeying to attend to a sick old woman who lives alone in the woods. His young housekeeper begs the Heroes to bring him back alive. She has no money to pay them and begs them to help from the goodness of their hearts. If they manage to rescue the Healer, he will give them a Potion of Healing he had in his home, and will also cure any disease any Hero may have free of charge. He is able to replace a lost limb or resurrect a dead Hero but he will charge half price for this, donating the monies to the local Orphan's Home.

RETRIEVAL QUESTS

"My friends, there is a Daemon laired within the hills, allied with the terrible forces of Chaos around, and it seeks the blood of every living soul in this village. It has taken the Magic Casket of the Wizard Erich von Steinkuhler from his tower, and within that casket is the magic which protected us from the other Chaos. Are there any Heroes brave enough to slay the dread Daemon and bring back the Casket..."

Retrieval Quests are fairly similar to Rescue Quests, except that here the Heroes have to find and retrieve a particular object (the Quest for the Shattered Amulet in the Advanced Heroquest rulebook is an epic example of such a Retrieval Quest). The GM may choose to be fiendish in how he places the object within the Quest Room. It may be in a trapped chest, safely secured behind a portcullis, sealed inside a huge glass belljar which (if broken open) releases a foul gas which has the same effect as Skaven Poisoned Wind, or worse.

The Heroes can't exactly miss finding the Princess in a Rescue Quest. Trying to find a small stolen amulet, however, can be a much trickier business! A roll on the Retrieval Quests Table below will determine the nature of the item to be retrieved, and the reward which may be offered for it.

RETRIEVAL QUESTS TABLE		
D12	Retrieval Quest	Reward
1	Magic Sword	Special
2-3	Magic Treasure	Special
4-5	The Body	200 GCs
6-7	Icon of Solkan	150 GCs
8-9	Tomes	100 GCs
10	Magic Casket	150 GCs
11	Healing Staff	Special
12	Special	Special



OBJECTS OF THE RETRIEVAL QUEST

Magic Sword

The monsters have come into possession of a Magic Sword. You can roll this using the Magic Swords Table in the Treasure section. The character monster in the Quest Room will use this Magic Sword itself as a weapon if it capable of doing so, and if it isn't it will have one of its attendant monsters use it. The Heroes have to earn this one the hard way.

The Magic Sword retrieval quest can be played two ways, as you choose. If you don't want your Heroes to have a Magic Sword, then they are offered 200 GCs as a reward by its owner, a local Warrior who has lost his swordarm fighting off the monsters who took his sword (and so can't fight!). The Heroes are thus paid to return the sword to him. Alternatively, the Heroes can hear a rumour in a tavern about the monsters who took a sword from a slain Warrior and then the lure is the Magic Sword itself. The Heroes get to keep it if they can defeat the monster which currently holds it.

Magic Treasure

The monsters have taken a Magic Treasure which the Heroes seek. This should not be a Magic Sword, and nor should it be a Magic Treasure which has only one use (such as a Potion). With those restrictions, you can roll the Treasure randomly on the Magic Treasures Table in the *Treasure* section. Again, the monster(s) will use the Magic Treasure if they can!

Like the Magic Sword Quest, the Heroes can either be commissioned to retrieve the Magic Treasure for the local Baron from whom it was stolen (with a reward offered of 100 GCs) or they can be told about the item and seek for their own benefit. They only get to keep the Magic Treasure in the latter case, of course.



The Body

"Our brother Heinrich fell in battle defending us from the monsters, and they have dragged his body into their dank and foul lair. We want to have the Healer resurrect him, but we need his body for this. We will pay you 200 gold crowns for bringing back the body intact."

This is a fairly straightforward one!

Icon of Solkan

A Priest of Solkan hires the Heroes to recover a sacred relic taken from a shrine pillaged by rampaging monsters. This is a small silver statuette marked with Solkan's rune. This is an ideal item to hide somewhere hard to find and trapped, of course!

Tomes

A Sage hires the Heroes to recover a boxed crate of stolen books. They were on a coach which was ambushed by the monsters and looted. The monsters won't know what to do with the books, and the Sage fears they will throw them away or leave them to rot if the Heroes don't recover them – and of course the Sage wants them back anyway!

The Sage doesn't have very much money and cannot offer more than 100 gold crowns. However, if the Heroes recover the books they may get a lucky extra payoff. Roll a D12. If you roll 7 or higher, then the Sage's cousin is visiting town as the Heroes return, and he's a Wizard! Out of gratitude, he offers to teach a Wizard among the Heroes any one spell for free. He is of the same College as the Wizard among the Heroes. You can assume that he knows any spell the Wizard-Hero wants to be taught.

Magic Casket

The inhabitants of a small village the Heroes are passing through are in despair. They collected funds to commission a Wizard to produce a magical beacon which would prevent the monsters in the area from approaching within 3 miles of their village, so they could live their lives safely (these monsters will be the Skaven, Orcs, etc., as you have determined from the Dungeon Monster Table). They also paid for some minor magic (determine this with a D12 roll from the table below) for the defence of their village. They spent all they had, and they are now penniless and defenceless.

They beg the Heroes to recover the Casket and deliver it to them. The Casket will contain a red-lensed lantern (the beacon) and a Magic Treasure determined by a roll on the table below. There will also be a Treasure Chest in the Quest Room in addition to the Casket. The Heroes get to keep the item rolled on the table, and any other treasures they acquire in the dungeon.

CASKET CONTENTS TABLE	
D12	Contents
1-4	D12 Magic Arrows/Bolts
5-6	2 Magic Potions (Determine type on Potions Table)
7-9	Scroll of 2 Spells
10-11	Magic Bow
12	Ring of Magic Protection (Level 1)

Healing Staff

A Healer has been killed in a raid on a village, and his Healing Staff has been taken. The Staff had curative powers, and could cure wounds and diseases. It was even able to resurrect dead people, but its powers were known to be growing weaker as its magic was consumed with passing time. The villagers are desperate to have the Staff returned to them and they offer the Heroes 100 gold crowns (all they can afford) if the Heroes find it and return it to the village.

There's a special extra reward here if one of the players is smart. When they get back to the village, the villagers have been attacked by monsters and they ask for the Staff so that they can heal their wounds. If a player states that the villagers should use the Staff to resurrect the dead Healer, this is smart thinking – the Healer will then be able to help the villagers with their afflictions. If a player says this, then the resurrected Healer will provide 2 Potions of Healing or any one service (curing a disease, replacing a lost limb, even resurrection) for free!

SPECIAL RETRIEVAL QUEST

This Quest is a lengthy and extended one, where the Heroes have to recover more than one item to finally complete their heroic adventures. The Quest for the Shattered Amulet is an example of such an extended Quest, and the Lichemaster Quest in this book is another. In extended Quests, the Heroes should receive Fate Point awards at intervals during their adventures, when they have completed some definite goal, or found some part of the item(s) they seek. Here are some ideas for GMs to construct Special Retrieval Quests:

The Rod of the Unberogens

This mighty weapon and symbol of rulership has been lost since the mists of time. Once held by the mightiest fighting family in the entire Empire, it was broken into several parts by evil sorcerors who feared its power. The Heroes have to seek out the divided parts to reassemble the Rod.

The Chalice of Shallya

From this wondrous healing chalice, thieves have pried three magical gems in an act of shameful desecration. They got their just desserts – each was slain by monsters, so that each gem is now in a different dungeon. The gems must be recovered and replaced in the Chalice, which must then be taken to a deserted and monster-infested underground temple of Shallya, the healing goddess, and enchanted anew in a hidden Magic Circle within the dungeon.

The Spheres of the Elements

The Heroes have to recover a set of four enchanted glass spheres (which can be very heavy, if you wish!), each of which is hidden in the laboratory of a long-dead Wizard, now dungeons over-run with monsters. Each Sphere is protected by a dangerous trap which corresponds to the Elemental force which the Sphere is connected with:

- *The Sphere of Fire* sets off a powerful Fireball spell when first picked up.
- *The Sphere of Earth* sets off a progressive Earthquake effect when first picked up (see the Earthquake option in the Advanced Heroquest rulebook, page 41).
- *The Sphere of Water*, once picked up, sets off a progressive flooding of the dungeon. Can the Heroes escape in time (up to their knees in water, their movement rates will be sharply reduced)?
- *The Sphere of Air*, once picked up, sets a powerful gale whistling through the entire dungeon which blasts rocks, debris, bodies and weapons into the Heroes as they fight their way out. The Heroes have their movement slowed and the rubbish being blown into them begins to inflict some damage...



These are just a few simple ideas. Other epic retrieval Quests can be devised by connecting some of the other Quest themes here. For instance, a rescued kidnap victim can give the Heroes information which sends them off after a stolen item, and when they recover the item they have to take it to someone who wants to send them on a revenge mission, and still further adventures!

RACE AGAINST TIME QUESTS

"Time grows desperately short and evil magic reaches its tendrils out for our lives. There is a festering, dark evil below the ground and it longs to slake its thirst for souls – we need brave Heroes to save us!"

In a Race Against Time Quest the Heroes must destroy some terrible menace which threatens them, their homes, their friends, even an entire countryside or the very Empire itself! A roll on the table below will give you a theme for this type of Quest.

There should usually be a reward for a Race Against Time Quest. The Heroes will usually be paid by a local nobleman or town community to deal with the threat which menaces them. 150 gold crowns is a reasonable sum to pay. Offer 200 if the dungeon is unusually tough.

RACE AGAINST TIME QUESTS TABLE

D12	Race Against Time Quest
1-3	Stop the Ritual!
4-6	Perform the Ritual in Time!
7-8	Kill the Warlord
9-10	Prevent the War
11-12	Keep the Dead in Their Graves



WHAT MUST BE PREVENTED...

Stop the Ritual

An evil sorcerer who lives in the dungeon is about to perform a terrible ritual which will bring him great power and make him almost invincible. He must be stopped! The evil sorcerer is usually a Skaven wizard, a renegade Bright Wizard (use the Wizard Hero character and add 4 extra spells to the first four in his spellbook), the Chaos Sorcerer, or even a renegade Daemon. You can combine this theme with the Rescue Quest theme by having the minions of the evil sorcerer carry off a kidnap victim for sacrifice in the ritual.

Perform the Ritual in Time

The Heroes have to find a Magic Circle deep in a monster-infested dungeon and have their Wizard carry out a ritual to prevent a disaster. Long ago, a Spell was cast to stabilise the mountain above the village. The Spell's strength is now fading, and it must be recast to prevent the rocky mountainside tumbling onto the village, killing the villagers and burying the silver mines on which they depend for a living. Can the Heroes perform the ritual in time?

Kill the Warlord

A mighty warlord is recruiting allies and using his powerful personality to dominate them. If he's not

destroyed, then he will present an ever-increasing danger to the forces of Good throughout the land.

Prevent the War

This is similar to Kill the Warlord, but here a group of monsters has an expert weaponsmith among them who is manufacturing many Swords and other weapons of very high quality. Some are even said to be magical... armed with such excellent weapons the growing population of monsters will become too powerful for the local militia and warriors to resist. The Heroes must raid the dungeon, wipe out the whole complex, and put an end to the weaponsmith (who can just be a powerful monster of the type you have selected from the Dungeon Monsters Table). If you have the Heroquest game, you can use the Weapon Rack here. The Heroes should definitely gain at least one Magic Sword or other Magic Weapon in the Quest Room here.

Keep the Dead in Their Graves

An evil sorcerer or powerful Undead creature (use a character creature) has moved into an old tomb complex and is preparing to raise the dead as Undead (The Quest for the Lichemaster is an epic form of this type of Quest). He may have monsters with him to assist him in his work. The Heroes must put a stop to this terrible threat of a madman setting a vast horde of Undead on the entire countryside!

EXPLORATION QUESTS

"In the gloom below Mount Forbiddance is an ancient Temple of Solkan, and his priests seek to re-consecrate it as a protection for the area. No-one knows exactly where it is, but it is known that the caves and passages below the mountain are riddled with monsters!"

In an Exploration Quest, the Heroes have to find a particular location. The players don't always have to be told exactly what they are trying to find. The GM can sometimes tell them that their Heroes are setting out to find one thing, while in fact they will end up finding something quite different, which is a good way to keep players on their toes.

Rewards are usually offered for Exploration Quests. If priests of Solkan want the heroes to find an old Temple of their god, for instance, they will offer a reward for this. The standard reward for an Exploration Quest is 200 gold crowns.

EXPLORATION QUESTS TABLE

D12	Exploration Quest
1-2	Find the Temple
3-4	Find the Source of the Waters
5-6	Find the Warpgate
7-8	Find the Teleportation Circle
9-10	Find the Descent Point
11-12	Find the Motherlode

Find the Temple

Priests of the god Solkan ask the Heroes to find an old deserted temple of Solkan, now over-run by monsters. The Temple is well-hidden, and a magical key to it must be found in another room in the dungeon complex (the priests don't know about this key).

Find the Source of the Waters

Several villages along the length of a fertile valley depend on a small river for their water: for their crops, drinking, and washing. Now the water has unaccountably turned a hideous bloodied red and is undrinkable. Crops watered with it wither and die, animals sicken, and the villagers have nothing to drink. The source of the river is a cavern deep below a distant mountain, and the Heroes are paid to find it and return to give an account of what they find there. When the Heroes find that cavern, they find that the monsters in the Quest Room are using a poisonous chemical to ruin the waters, hoping to drive people away so that they can take over the land and bring their own slaves in to work there.

Find the Warpgate

A Warpgate is a terrible portal to the raw stuff of Chaos, dangerous and a source of madness if uncontrolled. The Heroes are paid to find this desperately dangerous portal and bring back a map of the dungeon where they found it.

Warp gates may interfere with magic, and Wizard Heroes might find their spells going wrong in the Quest Room. They must make an Intelligence test to cast any spell at all, and any spell which normally needs such a test anyway is made more difficult (add 2 to all D12 rolls for Intelligence tests for such spells). These effects won't apply to any evil spellcasters in the Quest Room, and a Chaos Sorcerer might find it easier to cast spells (adding 1 damage dice to his *Fireball* and *Flaming Skull of Terror* spells).

Find the Teleportation Circle

The Heroes must find a Magic Circle which allows Wizards to teleport to distant places. Of course, they also have to make the place safe – which means eliminating all the monsters in the area!

Find the Descent Point

Another group of Heroes is eager to enter a deep dungeon complex, but they are currently recovering from their wounds and cannot go adventuring. They pay the Heroes to map a dungeon level, and find the descent point down to the deeper level (this should always be stairs leading down which are located within the Quest Room, so don't place them anywhere else!). Of course, the Heroes might take a trip down the stairs, just to have a quick look at what's there...

Find the Motherlode

The Heroes are paid to locate a seam of silver ore which a grizzled old dwarf miner tells them about, and they'll also have to rid the place of monsters before it can be mined in safety once again. Since the dungeons are an old mine, rooms may be hazardous (in addition to Hazard Rooms). Roll a D12 when the Heroes enter any room, and on a roll of 12 there is a fall of rocks and stones in the doorway. Any character standing within 1 square of the door suffers 1 Wound automatically, 2 Wounds if not wearing metal armour. Magical protections (such as a *Robe of Toughness*) will protect against this, but nothing else will.

Exploration Quests can always be tweaked to confuse the players. For example, they may think that they're looking for a Warpgate. But, in fact, what is happening is that a Chaos Sorcerer is using a Teleportation Circle to import warpstone and other Chaos Magic into the dungeon, which is why the locals wrongly think there's a warpgate in the dungeon. There are obvious similar twists, and a GM with a suitably fiendish imagination will no doubt be able to think up dozens...



ADRIAN SMITH

REVENGE QUESTS

"Orcs attacked your home village. They murdered your parents, ate your little sister, impaled your brother on a sharpened wooden stake, pulled the heads off your farm chickens, chopped the heads off the farm cattle, and drank your beer. How do you feel about that?"

"They drank my beer? Let me at 'em..."

Revenge Quests can be particularly satisfying. The Heroes (or at least one of them) is given some personal reason for wanting to give the dungeon monsters a really good working-over, and in some cases they may even be offered a small reward as well (though it shouldn't really be necessary). Roll on the Revenge Quests Table to determine the Hero's motive.

REVENGE QUESTS TABLE	
D12	Revenge Quest
1-2	They Slaughtered the Village
3-4	They Stole Everything I Owned
5-6	They Killed my People
7-8	They Killed my Family
9-10	They Killed my Friend
11-12	They Killed Everybody!

They Slaughtered The Village

Well, almost all of it. The monsters simply came up out of the dungeon and massacred everyone they could find. Some of the villagers were away at a nearby market town when the massacre took place, and they offer the Heroes 100 gold crowns (all the money the poor wretches have left in the world) to exact vengeance for the wholesale slaughter of their families and the destruction of their homes.

They Stole Everything I Owned!

This is where one of the Heroes gets bushwhacked. Instead of making any rolls on the Random Events Table (Advanced Heroquest rulebook, page 36), pick one of the Heroes at random. That Hero is attacked by monsters, stripped of all his gold, his weapons (but not armour or other equipment) and 1 magic item (if he has one), beaten and left for dead. Everything stolen from him will be in the Quest Room, together with other treasure in the treasure chest.

They Killed My People

This is best suited to Elves and Dwarfs. The Elf or Dwarf Hero learns that a small group of his people has been ambushed and massacred by monsters.



They Killed My Family

This will do for any Hero. It should be an excellent spur to learn that father, mother, brother, sister, cousins and everyone else was massacred horribly at a family get-together (especially if this was to celebrate the Hero's successes).

They Killed My Friend

Instead of a random roll, you can use this theme whenever a Hero is killed (indeed, if the Hero is resurrected this becomes *They Killed Me!*).

They Killed Everybody!

The monsters simply emerged and massacred everyone and everything in sight. The Heroes walk into a village which is a scene of utter carnage: even the livestock has had its throats cut. There is a trail of blood-sodden footprints leading into the hills and the entrance to the dungeon... No sane person would want to meet whatever did this, but if you don't get them first, they might come out and get you!

Quest Rooms and Revenge Quests

Revenge Quests will have as their Quest Room the chamber where the leader of the monsters, the character monster, has its lair.

FATE POINTS AND QUESTS

In the Advanced Heroquest rulebook, it is stated that Fate Points are only awarded when the Heroes find and obtain a Quest Treasure. Clearly, this isn't always going to be true. Sometimes, the Heroes won't actually be looking for a Quest Treasure – they will be looking for someone to rescue, a warlord to slay, a warpgate to locate and map. So, Heroes receive Fate Points between expeditions when they have realized a Quest Goal, which is the object of their Quest, whatever that may be.



ADVANCED HEROQUEST™

THE QUEST FOR THE LICHEMASTER



THE QUEST FOR THE LICHEMASTER

The *Quest for The Lichemaster* is a ready-to-play epic quest. You can play it with standard Advanced Heroquest rules, and with any or all of the variant rules covered in this supplement.

You will probably be familiar by now with how exploration, combat, and magic work in the game, since you've probably played before, but if you haven't you should read through the rules carefully so you know the workings of the game. Also, before you begin to GM this Quest, you should read through the Quest for The Lichemaster so you know what's going to happen prior to play. If you're uncertain about how anything works, have a quick practice run by laying out a dungeon level and testing the combat rules if you need to.

The Quest for The Lichemaster is designed for Heroes who are beginning their adventures. It isn't really suitable for Heroes who have already played The Quest for the Shattered Amulet, because they will probably be too strong for this new Quest. You could adapt the Quest for use with really experienced Heroes by adding 50% to the points value totals for all the rooms which have monsters, and by adding a suitable number of extra monsters to give the Heroes a bigger challenge. So, if the Quest script shows that a room has 6 PV worth of Orcs in a room, you should adjust this to 9 PV worth. You can use one of the appropriate Monster Matrices (in the *Monsters* section) to generate the extra 3 PV worth if you wish.

If the Heroes are really tough, with quite a lot of spells and magic treasures, don't give these extra monsters any treasure at all! Alternatively, you could add an extra upper level to each dungeon so that Heroes are forced to make more expeditions to attain Quest Items, thus reducing the Fate Point gains they make during their adventures.

DUNGEON LAYOUTS

There are five complete dungeons to explore during the Quest for The Lichemaster. Each of these is designed as a two-level dungeon.

UPPER LEVEL

The first, upper, level is a randomly-generated dungeon which is created by the GM using the standard Advanced Heroquest rules, except for the final dungeon which is totally mapped for both

upper and lower levels. Start with stairs leading down to two sections of passage, at the end of which is a T-junction. Then use the random generation tables to create the remainder of the dungeon. The monsters that the Heroes encounter will be of the same type that they find in the lower level of the dungeon, which is different for each of the five dungeons. In order, first to last for the five dungeons, these are: Orcs, Chaos Creatures, Skaven, a mixed dungeon (where different monsters are in conflict with each other), and Undead.

You can use the Monster Matrices given in the *Monsters* section for populating these upper level dungeons with monsters. The only important differences from the standard dungeon design rules are the following:

Stairs Down

If these are rolled up as a passage feature, they are replaced by stairs out.

Quest Rooms

The first time that the Heroes find a Quest Room on the upper level it will contain the appropriate monster type, a treasure chest, and the only set of stairs down which can be found on the upper level. These stairs should be placed opposite the door where the Heroes enter the Quest Room. These stairs then lead to the lower dungeon level. Any other Quest Rooms on the upper level, if the Heroes continue to explore it, will contain only monsters of the appropriate type and a treasure chest.

LOWER LEVEL

This is fully mapped out for you and presented in the following pages. The lower level contains the *Quest Location*, where the object of the Heroes' quest is to be found. The Heroes arrive at the set of stairs shown on the map for this lower level. The following special rules apply on this lower level.

Exploration Turns

Unlike the upper level, where the rooms and passages are generated randomly, the lower level is fully mapped for you. Exploration is handled in much the same manner as in the upper dungeon level, except that the GM uses his map to lay out the new dungeon sections and the map gives details of what monsters (if any) are in a room, with other details (traps, treasure chests, etc.).

Searching For Hidden Treasure

There is no Hidden Treasure in any of the rooms on the lower levels of the dungeons in the Quest for the Lichemaster. All Treasures are specified in the description of each room. Some Treasure may be concealed or not readily apparent, but how this can be uncovered is specified in the description for the location.

Dungeon Counters

The GM may not use trap, wandering monster, ambush or character monster counters on the lower dungeon level. There are traps and wandering monsters present, but these are scripted in advance. They're mapped out where appropriate and explained in the text where necessary.

Traps

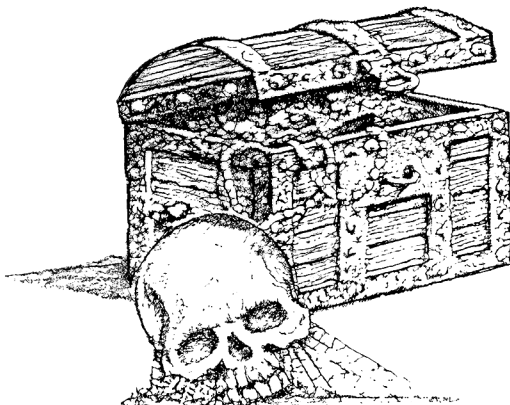
Traps are marked on the GM's map. The rules for spotting and disarming traps are unchanged, except that the roll to see if a Hero spots a trap is usually made when he enters the trap's square (any exceptions to this are noted for the specific trapped location in question).

Searching for Secret Doors

The Heroes may search for secret doors on any wall, not just in dead ends. Searching one wall on a section takes an entire exploration turn. If a Hero searches a wall that has a secret door, the door is automatically discovered and should be placed on the board. If the wall does not have a secret door, nothing is found. No rolls are made on the Secret Door Table.

Searching for Hidden Treasure

The Heroes may search for hidden treasure in any room. Do not roll on the Hidden Treasure Table when the Heroes search. Instead, you should refer to the GM Map (and any notes in the main text of the booklet), which will tell you if the Heroes find anything. Usually, there is no hidden treasure in dungeon locations, so exceptions are carefully noted.



Characteristic Tests

Frequently, the scripted dungeons will call for characters to make Characteristic tests (a Strength test, Speed test, Intelligence test, and so on). When such a test is called for, the player rolls one D12. If the number rolled is less than or equal to his character's characteristic score, the test has been passed. If the D12 roll is higher than the characteristic score, the test has been failed. The text explains what the consequences of success and failure are. Sometimes, tests must be made with a modifier, a number added to or subtracted from the D12 roll. Difficult tests have a number added to the D12 roll (such as "a +1 penalty") and easier tests have a number subtracted from the D12 roll (such as "a -2 bonus"). Lastly, characteristic tests are made against Current characteristic scores (unless specified otherwise).

Combat Turns

All monsters are allowed to open doors. If a monster does open a door, refer to the GM Map and place any newly-revealed sections and monsters on the board.

Also, the initial placement of monsters in a room is shown in the dungeon layouts. When you use surprise rolls, these will only be employed to affect whether the monsters are moved one square by the Leader of the Heroes (if the Heroes gain surprise) or by the GM (if the monsters gain surprise). It is important to note that monsters which occupy "special" positions (such as being seated in a throne) cannot be moved away by the Leader even if the Heroes gain surprise (although other monsters can be moved normally).

Special Location Rules

In some rooms and passages, special rules apply. In some of the Quest Locations, for example, there are objects (such as the Tomb of the Undead Champion of Chaos in the first dungeon) which have special magical effects. In certain rooms, factors such as corrosive gas or wet slippery floors present a danger. Special rules are given when necessary for each lower dungeon level.

Monsters with Ranged Weapons

Several monsters are given different ranged weapons in the dungeons: Short Bows, Slings and other weapons. When this is specified, the monsters will have these weapons in addition to the hand-to-hand combat weapons listed on their Monster Reference Tables.

QUEST TREASURES

Each of the four Quest Treasures – Sword, Wand, Hammer and Bow – is a separate Quest Treasure, so there is a chance for the Heroes to gain more Fate Points as they recover each of the magic weapons as their epic quest unfolds.

A Quick Word About Dead Bodies

Rules for resurrecting dead Heroes are fully covered in the Advanced Heroquest rulebook. However, one additional rule may be useful to many GMs. Sometimes a group of Heroes is forced to leave a comrade's body behind in a dungeon as they themselves are forced to flee. If they return in a later expedition, is the body still there?

Use the following rule to decide this: if the monsters which pursued the Heroes out of the dungeon were Undead, the body left behind will definitely be in the place where the Heroes were forced to leave it. If the monsters were of any other kind, have the player of the Hero who was left behind roll a D12. On a roll of 6 or better, the body will be where it was left. Otherwise, it has been eaten by the monsters! Subtract 2 from the D12 roll if the monsters who chased the Heroes were Ogres or Trolls, who are very greedy and partial to flesh. Lastly, if a Hero with zero Wounds (KO'd) has to be left in the dungeon, he is assumed to be dead if his body can only be recovered in a later expedition.

Equipment left behind on such a body will be used by monsters to best effect. The leader of the monsters will take any magic he can use for himself, and other magic can be distributed between the other monsters as the GM chooses. However, monsters cannot usually use weapons other than swords or those listed on their Monster Reference Tables, and *Large Monsters* cannot use equipment from Heroes. The GM may always choose to allow humanoid monsters to use ranged weapons taken from a body, but any hit with such a weapon will inflict 1 less damage dice than usual.

RULES CLARIFICATIONS

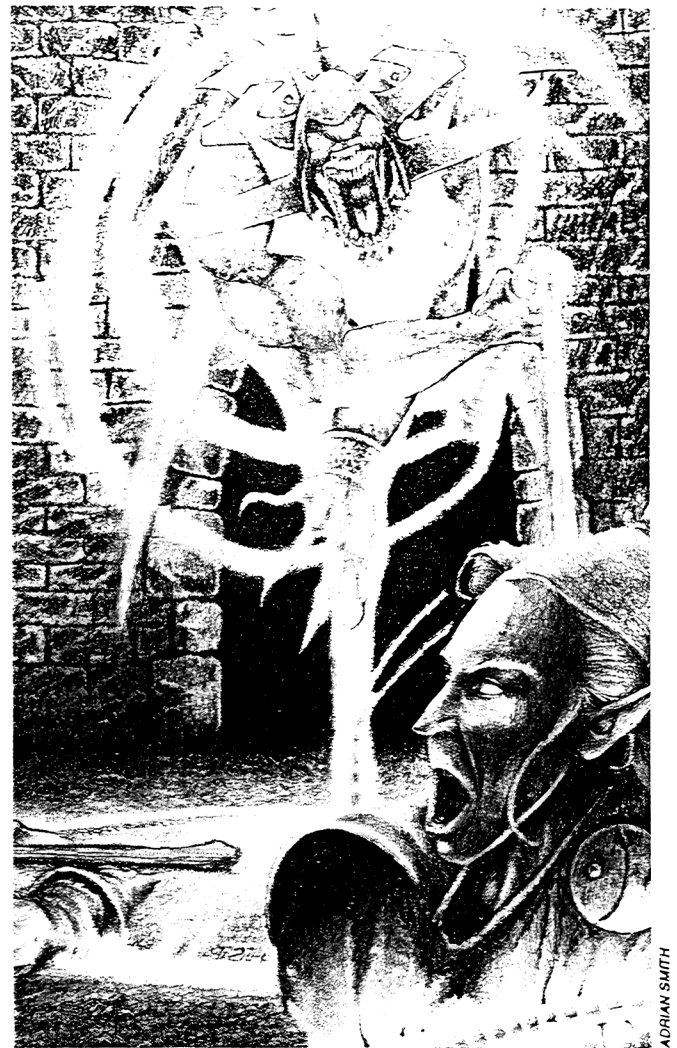
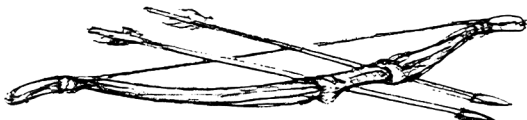
Several rules clarifications will be given in this Quest, but some are particularly important and should be noted here.

THE LONG BOW

A Long Bow can be used by a character with a Strength of 5 or higher, to allow the Elf to use it.

PURCHASING EQUIPMENT

One minor clarification is relevant to this quest where Arrows and (crossbow) Bolts are found as treasure in some locations. It is possible just to buy a Bow, of any type, without having to pay for the arrows or bolts to go with it. The costs for Bows alone are: Short Bow, 10 gold crowns; Bow, 15 gold crowns; Long Bow, 40 gold crowns; and Crossbow, 30 gold crowns.



INVULNERABLE MONSTERS

The rule that at least one 12 must be rolled among the damage dice for a hit to inflict any Wounds at all against such monsters means that a "natural" 12 must be rolled – that is, the 12 face must be uppermost on the D12 after it has been rolled. Some magical weapons (including the *Sword of the Flaming Heart* in the *Quest for The Lichemaster*) give the user a bonus on damage dice rolls, but an 11 on the dice to which a +1 bonus is added is not a "natural" 12 and will not be sufficient to inflict Wounds against an *Invulnerable Monster*.

CRITICAL HITS AND CRITICAL DAMAGE

Similarly, "natural" 12's (and 11's, in some cases) are needed to inflict critical hits with weapons, and also to inflict critical damage (allowing damage dice to be rolled again). Magical bonuses to hit dice rolls and damage dice rolls affect whether or not a hit is made and whether damage is done, but they don't produce a critical hit or critical damage in the absence of the required "natural" dice roll.

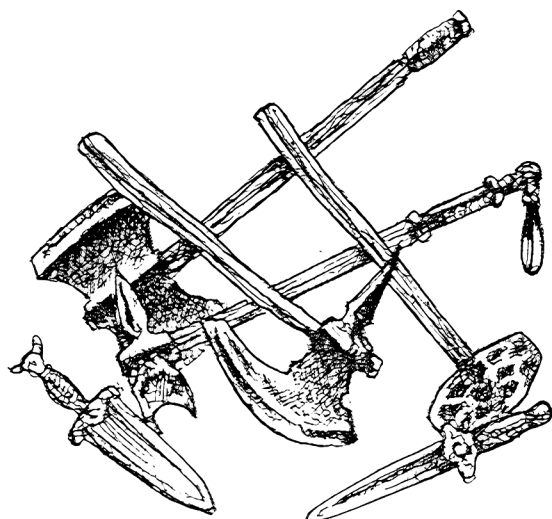
THE QUICK DUNGEON OPTION

Sometimes you want to play a game of Advanced Heroquest at the drop of a hat, when friends call round, and you may not have much time. It may not be convenient for you to go through the dungeon generation system, producing an upper level dungeon using the full Advanced Heroquest rules, because you're really short on time. In this event, you can always play one or more of the lower level dungeons in the *Quest for The Lichemaster* as a complete individual Quest Location dungeon without an upper level. Just add 50% to all the monster populations in rooms and passages. If there are two Orc Sentries in a location, change this to three, and so on (adjust gold crowns upwards by 50% as well).

This will allow you to play immediately and increasing the number of monsters will prevent the adventure from being too easy to complete. If you wish to avoid very dangerous single combats where Heroes are faced with massive PVs of monsters, these added-in monsters can be used as Wandering Monsters in passageways without you having to draw any Wandering Monster counters to bring them into play. Do not add any character monsters to those listed below, however.

BETWEEN EXPEDITIONS

The Quest script covers events and special rules for between adventures, as well as the Quest locations themselves. Each time the Heroes have recovered a Quest Treasure, they can return to their home base and learn of new clues to their Quest. They can also find Henchmen, buy equipment, and the like. The *Quest for The Lichemaster* varies some of the rules in the Advanced Heroquest rulebook, because as the Heroes help the people of the land they are in adventuring in, they are able to find help in return – this may be an extra Man-at-Arms or two, some cheaper equipment, the help of the Healer and Wizard at reduced cost (or even for free!), and in



other ways. A special section which follows the first stage of the quest details rules changes to the standard rules which you should use here.

An important distinction used here is that of Between Expeditions and Between Adventures. 'Between Expeditions' means between individual trips to a dungeon; an expedition begins when the Heroes stand at the top of a set of stairs leading into a dungeon, and ends when the last surviving Hero ascends a stairway which leads out of the dungeon. However, there is a gap in the rules which cunning players may try to exploit here, which needs clearing up. The Advanced Heroquest rulebook states that "individual Heroes can have left the dungeon and the expedition before that". It's also the case that, if a Hero leaves the dungeon in this way, he cannot return during the current expedition. He can only rejoin the other Heroes when they too have all completed an expedition.

'Between Adventures' means between the acquisition of Quest Treasures. An adventure begins when the first expedition is undertaken, and ends when a Quest Treasure has been recovered from the dungeon and the current expedition ended.

SELLING AND USING EQUIPMENT

We have received many questions from players about this, so the following rules should help clarify the situation. Equipment which is found on monsters in dungeons cannot be sold for gold crowns between expeditions – no-one wants to buy badly-made Orcish swords or the tainted armour from Chaos Warriors! Neither can Heroes can't "trade in" their old equipment when they something better. If a Hero buys leather armour and then wants to upgrade to chain armour, he still has to pay the full book price for his new armour. There are a few exceptions to these rules in the *Quest for the Lichemaster*, (such as finding a decorated shield which has the same value as a heraldic item), which are carefully noted!

In most cases, Heroes cannot use equipment taken from monsters (Orcish armour is awful, Skaven weapons don't feel correctly balanced in the hands of a man, or Elf, or Dwarf, and so on). The one exception to this is Bows and Arrows. Short Bows, Long Bows, or Crossbows taken from monsters can be used by Heroes (or, more usually, by their Henchmen), but they aren't quite as good as properly designed ones and the user must subtract 1 damage dice from the usual rolls (thus, a Human Man-at-Arms employing a Short Bow taken from an Orc would only roll 2 damage dice for a hit inflicted using it).

If the Heroes find equipment taken from humans (or Dwarfs, Elves, etc.), then this can be used normally and arrows fired from Bows will inflict normal damage. The second stage of the Quest for the Lichemaster gives an example of this.

THE HEROIC LEGEND

Once you're ready to begin playing, you can read the following to the players to let them know where their Heroes are, and what beckons them to adventure and glory.

You have arrived at the town of Felspraag, on the northern side of the Grey Mountains. Tall and forbidding, these ice-covered peaks are the home of Beastmen, Skaven, goblinoids and monsters of the worst kind. These lands are dangerous, and life is cheap here. This is where you have come to seek your fortune.

The lands hereabouts are ruled by Baron Gunther von Mecklenberg, appointed by the Emperor himself to maintain order and protect the people of the farmsteads and villages. As Heroes of the Empire – albeit ones still to make a real name for yourselves – you are welcomed to Felspraag and even invited to the Baron's feast hall for roast boar and mead.

The Baron seats you at High Table, opposite his advisers and trusted friends. Next to the Baron sits Johann Rienhart, whose robes and amulet proclaim him to be a Bright Wizard. Next to the Baroness, who is seated beside her husband, is an old man introduced to you as Hans Kohler, the Healer.

To the Healer's left is Marshal Maximillian Steiner, and beside him an ancient, white-haired man with sightless eyes who is called simply The Seer. Lastly, seated at the end of the table is a man in a simple brown robe, Werner the Sage. His face looks old, but his eyes sparkle with intelligence and he is a man of vitality and shrewd judgement.

After the excellent meal, the other people in the hall drift away and leave you with the Baron and his advisers. Baron Gunther starts to speak of how he, and his hard-pressed warriors and fighting men, are always having to patrol and defend the lands around. They have no time for questing and adventuring, unlike yourselves.

The Baron leans towards you, the great muscles of his forearms a little tensed as he looks at you. "We are in need of Heroes such as yourselves here", he says firmly, "for our lands are threatened by a new and dire menace. We fight living monsters of all kinds, but the enemy we most dread are the undying – Undead fiends, who can be raised from the ground where they were destroyed to fight again and again. We fear that such an enemy is readying itself to assault these lands, and that we may not be able to resist its might.

This enemy is the dreaded Lichemaster, who is ready to rise again from his tomb hidden deep within the Grey Mountains. On his throne of skulls he gains power, and it will not be long before he can rise and walk among the living again. Unless

he can be stopped, as he was before. Werner, tell our new-found friends the Legend of The Four."

The Sage looks inquisitively at you, and slowly reclines with his hands folded in his lap. He pauses, gathering together his memories, and then quietly, he begins his tale....

The first paragraph of the following section (which lists the Quest treasures, useful information for the players) is also reproduced as a handout, so you should give the players' Handout 1 to read. If you wish to photocopy the handouts, permission to do this for personal use is hereby granted.

The Lichemaster was slain by four Heroes over five centuries ago," the Sage informs you. "He had wreaked a terrible trail of destruction across the Empire. Some say he had come from the far south, even Bretonnia, but he made a stand in the Grey Mountains with an army of skeletons against an army from the Empire and four Heroes about whom we know so little; the records are lost, and not even their names are known for certain.

One was a Warrior from Altdorf, a man tall as a forest bear, armed with a sword which spat fire and inflicted grievous wounds. One was an Elf from the Loren forest, bearing a bow which struck with uncanny accuracy over almost any distance and skewered the foul hearts of evil monsters in many lands. The third was a Wizard, whose slender hands held a Wand which cast forth fire and smoke. He wore a magical Cloak made by the same enchanter who created the Wand, it is said, and within its pockets all manner of wonders might be found. It is not certain from whence the Wizard came, but I have heard it said he came from Middenheim, the great city atop a mountain peak which the god Ulric claimed for his own from great Taal. The fourth was a Dwarf, from a citadel which had fallen in the World's Edge Mountains, who came swinging a Hammer which could fly as far as the eye could see, striking out the brains of its victims and returning in the air to its holder. He also wore a helm, protected by magic."

"At the end, as the Empire army fought the great phalanxes of skeletons and the battle raged, the Heroes forced their way through the throng to the Lichemaster himself. He was atop his great Chariot of Bones, drawn by skeletal steeds, but Dwarf and Warrior challenged him to stand his ground and fight and the monster's pride and contempt for these puny mortals bettered his sense. He stayed his ground, lifted the skull-topped black iron stave afire with dark magic, and drew power from the skeletons around him, which crumbled away to dust as he sucked back the magical energy which animated them into the spell he prepared to cast through the staff.

"The Lichemaster's spell would have shrivelled the flesh from the bones of a thousand warriors, had he completed its casting. But the Wizard of Middenheim had anticipated the attack, and he created a magical circle of protection of his own devising to keep the black energies of the Lichemaster's spell at bay. No ordinary spell could have kept the Lichemaster from slaying the Heroes; the Wizard drew on the magical power of the weapons to sustain the protection and the Sword, Hammer, Bow and Wand glowed with the brilliance of fire and air, energies leeching from them into the Wizard's incantations.

"Black steaming acid gouted from the staff and spat its fury against the circle of fire the Wizard placed before the Heroes. All the Lichemaster's energies were concentrated on forcing back the Wizard's protection with his spell, and this allowed the other Heroes to act. Thus, Elf and Dwarf let fly arrow and hammer at the Lichemaster, and smote him in the ribs and thigh, breaking his spell as the Warrior charged around the sphere of fire to bring his sword down upon the evil creature. Yet, at the very instant the Heroes should have claimed their victory, the Lichemaster escaped them. Between his bony hands the fiend shattered his stave and blasted the ground into utter blackness and desolation. Though the Lichemaster was not seen after the terrible explosion, nor was any sign of the Heroes ever discovered. Yet witnesses said they saw their magical weapons fly to the horizon, though none ever found them. The mass of skeletons collapsed instantly into dust, and the remnants of the Empire army was left to make its way back to safety.

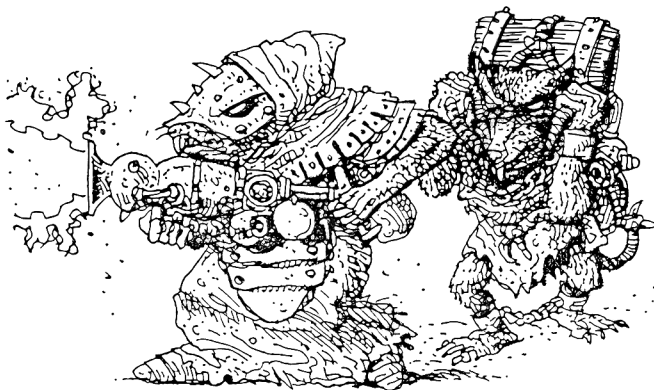
"Many people have dismissed the tale as superstition, yet it is not so. The Seer has had a vision of the Lichemaster stirring in the magical tomb where his final spell of escape took his dark and shrivelled soul. There, the monster gains power and begins to stretch his growing might into the lands of the living. The first of his groups of skeleton raiders killed the people of a small mining village only three days ago. If the Lichemaster cannot be found and destroyed, all is lost here. But there is hope, if Heroes come to our aid.

"In a desolate dungeon a day's hard march from here lies the tomb of a terrible Warrior of Chaos. It is a place shunned by every good person in these lands, for obvious reasons. But within that tomb one of the weapons of legend, the Sword of the Flaming Heart, lies hidden. Legend, riddle and the visions of the Seer say that this is so. What power remains in the weapon we know not; much of its magic must have been lost in that final battle. Yet it still glimmers with the force of magic, and its destiny is to be reunited with the other magics to confront the Lichemaster one final time.

"The dungeon is infested with Orcs, and an Orc Warlord is raising a skirmish force there, so you will have to fight for your prize. But we hope that if you can find the Sword, there may be ways you could find the other magics of legend and confront the Lichemaster in his dread lair. Are you Heroes enough for this Quest?"

The Heroes should obviously be prepared to accept this first Quest. When they do, read the following to the Heroes to prepare them for their efforts to come. It is the morning after the feast night, and the Quest is ready to begin...

The Baron wishes you well, although he and his men cannot spare you any help. A messenger has just arrived from an outlying farm, which has been attacked by Skaven, and the Baron must ride out with a strong force of good fighting men to put down the evil ratmen. He says that if you are successful and prove yourself in your first mission then you will have provided a service for the lands around, and he will give you some reward. "We are not rich folk in these lands, but we will do what we can", he promises. The Guide he provides leads you into the Grey Mountains for some distance, through a slowly descending mist on a grey and chill day. As you get closer to the dungeon entrance, there is a mournful cry from behind a rocky crag to your left, and then a horrible chilling scream which echoes away into a throttled sob, and a rustle of great wings as some fell bird makes off with its bloodied prey. Now you must ready your weapons and prepare to enter the darkness and gloom of the dungeon below!



QUEST 1 – THE SWORD OF THE FLAMING HEART

THE BLOODIED SNOT ORCS

This small renegade group has taken up residence in a dungeon which contains the tomb of Wilhelm Gneisser, an Undead Champion of Chaos who is trapped in the Quest Room on the lower level. They are fairly well organized, because being relatively few in number they've got to be well organized in order to survive. They have a few Goblins as servants, and there is an Orc Champion and an Orc Warlord on the lower level (there may also be Orcs more powerful than the standard Orc on the upper level, of course).

ORC

WS	BS	S	T	Sp	Br	Int	W	Ev
6	5	5	7	6	7	5	4	1

HAND-TO-HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	3	4	5	6	7	8	9	10	10	10	10	3

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL	7	8	9	10	11*		

EQUIPMENT/NOTES

LEATHER ARMOUR
SHIELD
SWORD

*NOTE: IMPOSSIBLE TO
SCORE CRIT. HITS AT THIS RANGE

ORC REFERENCE TABLE

The Orc Monster Reference Table below shows an Orc with a Short Bow weapon, for you to use with Orcs who have this ranged weapon. There is also a revision to the Orc's profile: Toughness is 7, and not 8 as in the original *Advanced Heroquest* rulebook. Ordinary Orcs (and Orc Sentries) should in future be played with Toughness 7.

QUEST LOCATION MAP KEY

LOCATION A

The trap outside this room is a Guillotine. Inside the room are 3 Orcs, which have a total of 45 gold crowns in treasure.

LOCATION B

When one or more Heroes look into this room, read the following to the players:

Across a yawning chasm in this chamber you see a narrow rock ledge. The chasm is not very deep, but a freezing underground river hurtles on its way to

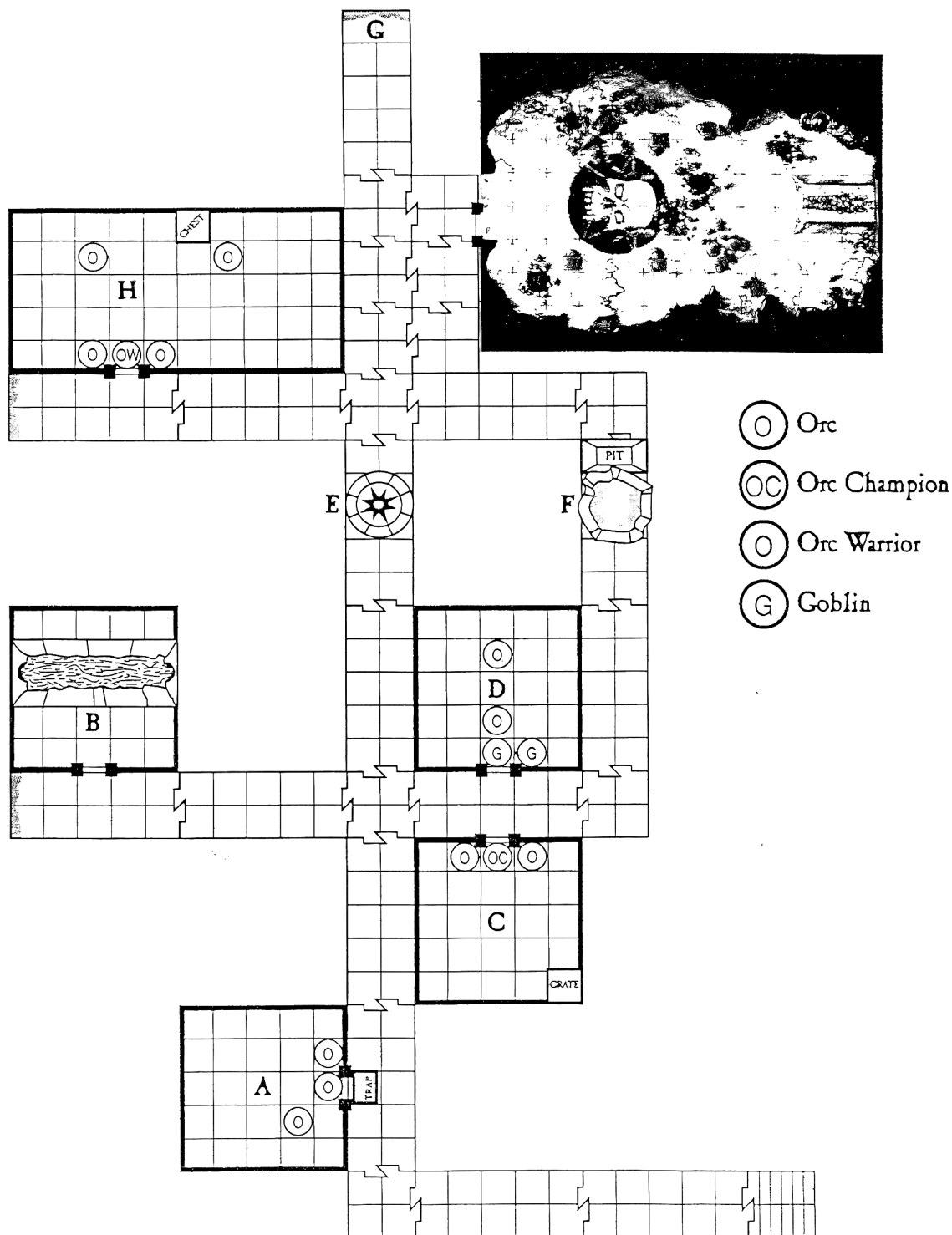
the outside of the mountain within it! On the ledge you see an ornate, decorated shield, and the glint of gold from a spill of coins lying beneath it...

There are no wandering monsters here, though. If one of the Heroes wants to jump across the chasm to get to the shield, use the standard rules for jumping, with one mean addition. The rock ledge opposite is very slippery, since it's covered with a growth of a slimy, slippery-leaved moss-like plant the same colour as rock. If a Hero makes the jump across, he still has to make a Strength test to avoid slipping off into the chasm. If the Strength test is failed, the Hero drops into the water. If he's roped, the other Heroes can automatically pull him out, but roll one D12 before they do. If you roll 8 or higher, a vicious Rock Eel in the water bites the Hero for 1



Quest Map 1

Sword of the Flaming Heart



Wound. There are plenty of these Rock Eels, and there's no way the Heroes can kill them all.

If the Strength test is made, the Hero lands safely on the other side of the chasm. He can take the shield and the 50 gold crowns with it. The shield is a normal shield and can be used as usual, but it also has the heraldry of the Duc de Parravon and is worth 75 gold crowns for the decoration on it (and the Heroes can sell it for this when they get back to Felspraag).

If a first attempt to get across the chasm fails because the Hero slips off the ledge, it's possible for the same Hero (or another one) to make another attempt. This time, subtract 1 from the D12 roll on the Strength test. Some of the moss has been wiped off, so it's easier to land safely now. Each time an unsuccessful attempt is made, the next one is made with a cumulative -1 to this D12 roll (after three unsuccessful attempts, for example, subtract 3 from the number you roll on the D12). Eventually the Heroes should be able to get the treasure here, if they are patient enough...

LOCATION C

This location has two Orcs (which have 10 gold crowns each) and an Orc Champion (which has 25 gold crowns). In the position shown on the map, there is a grate which opens into a small sunken alcove which can only be explored by hand. A magical Rat Bag is hidden in the stonework; it's made of very thin cloth and is jammed into a crack in the stone. Allow the first two Heroes who look here to make an Intelligence test. If either of them makes the test, the bag is found. If these two fail, the bag will not be discovered. A Wizard will know what the magical bag is, so tell the players exactly what this item does (see the *Treasure* section of this book).

LOCATION D

This location has two Goblins (no treasure) and two Orcs (which have 15 gold crowns each).

Exploring Locations C and D

How the Heroes explore these two locations affects how the monsters in the rooms behave. If the Heroes are making lots of noise killing the monsters in one room with the door open opposite another room, the monsters in that other room may come out to fight the Heroes!

If the Heroes open one of the doors opposite each other and fight the monsters inside one of the rooms, the monsters in the opposite room may come out to fight even if the Heroes do not attack them. In the GM phase of the first combat turn, roll a D12. If you roll 9 or higher, one of the monsters in the room opposite will open the door and the others can move and attack as normal. On the

second combat turn, they will emerge on a roll of 8 or higher; on a third combat turn, on a roll of 7 or higher; and so on. Continue rolling these dice until the monsters open the door and come out, the Heroes decide to enter the other room, or all the monsters in the first room are killed.

LOCATION E

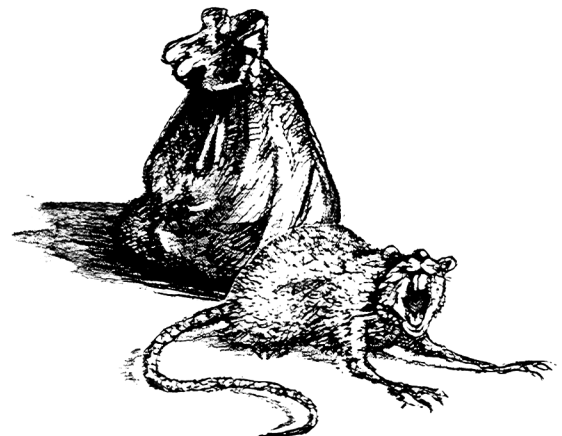
The Magic Circle here is etched into the floor, and to pass down the passage the Heroes must walk across it. If the Wizard is within four squares of the Magic Circle and no Hero has entered it, the Wizard can make an Intelligence test. If this is passed, the Wizard knows what will happen when a Hero enters the Magic Circle. The Magic Circle only affects the first Hero to walk into it (if two Heroes enter at the same time, roll a D12 to decide which Hero entered just ahead of the other). The effect is to recover all lost Wounds. This effect only operates once, no matter how many Heroes walk across the Circle. The Magic Circle does not recharge between expeditions.

LOCATION F

The Pool blocks the whole passage and is very deep. The only way to get across is to jump. Any Hero can jump across here automatically, but on the other side of the Pool (shown on the map) is a covered pit trap. If the Heroes approach the pit before the pool, a Spot Traps dice check is allowed. If they come to the pool before the pit, no chance for spotting the pit trap is allowed. The first Hero who jumps over the pool automatically falls into the pit, and he suffers an automatic Wound (he hasn't just fallen in, he's jumped in!).

LOCATION G

In this passage, at the dead end, is a Falling Blocks Trap which occupies both end squares.



QUEST 1 – THE SWORD OF THE FLAMING HEART

LOCATION H

This chamber contains 4 Orcs and the Orc Warlord. Each Orc has 10 gold crowns, the Orc Warlord has 80 gold crowns and he also wears a *Ring of Magical Protection, Level 2*.

The treasure chest here contains the following items: 50 gold crowns, a green glass bottle with 1 dose of Blade Venom (against Chaos Creatures), 6 arrows, and a Jewel worth 50 gold crowns. It also contains an ornate brass key, which can be used to open the door to location I (the Quest Room).

LOCATION I (QUEST ROOM)

The door here has a large brass keyhole, and is magically locked. It cannot be opened or broken down. The only way to enter this room is by getting the brass key from the treasure chest in room H. When the Heroes open the door to this room, read the following:

You have found the tomb of the Undead Champion of Chaos, where the magical sword you seek awaits you. You cannot see the famed blade, and you guess that it must lie in the tomb itself. A pearly-white mist hangs in the bitterly cold air here and the floor is slippery underfoot. A huge painted mosaic of a horned skull glares at you from the rubble and wreckage.

Some special rules apply to exploration and combat in the Quest Room.

- The floor is very wet and slippery and Speed scores are reduced by 2. It is impossible for Heroes to run here. If any character attempts to Run, he automatically stumbles after moving one square.
- Any Hero setting foot in a square which has any part of the Skull mosaic in it loses 1 Wound each combat turn he remains in that square, or each exploration turn he moves through it. However, for moving through more than one of these "Skull squares" there is still only a penalty of 1 Wound lost.
- The cold, acidic mist is chilling and saps the skill and strength of the Heroes. Each Hero must make a test against Start Toughness score. If this test is failed, the Hero suffers penalties of -1 to WS, BS and Strength while inside this location.

None of these special effects apply to the character monster within the tomb, of course.



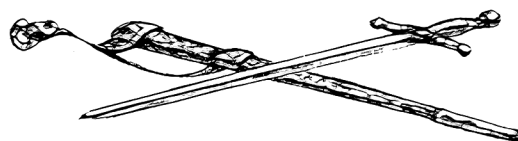
The Undead Champion of Chaos

This creature is sealed in the Tomb, and appears from within it when any Hero touches the Tomb. The Tomb must be touched by any Hero who is searching it for traps or trying to find treasure. The Champion throws back the slab atop the tomb, and when it does, read the following to the players:

A hideously grinning slack-jawed skeletal figure in chain mail leaps up from the tomb as it flings back the heavy stone slab atop it. It gazes for an instant around itself, and then the burning orbs buried deep in its eye sockets flare with hate as its sword blazes into fire in its bony hands!

Use the Character Reference Table for the Undead Warrior from the Advanced Heroquest rulebook, but increase the W total to 6. The Undead Champion also uses the magical Sword of the Flaming Heart, so give it all the appropriate bonuses for using this weapon against the Heroes. When the Heroes manage to slay the Undead Champion of Chaos, and obtain the sword for themselves, give the players Handout 2 for reference.

THE SWORD OF THE FLAMING HEART



"It is a beautiful blade", the wizard whispered softly, "worthy of such enchantments as it will take. It grieves my heart that much of its power will be lost in its first meeting with the dire Lichemaster, but when they meet again what remains will surely be sufficient..."

The blacksmith nodded. There was not an imperfection anywhere in the weapon. While he knew nothing of magic, he knew what made a true and keen edge, and he took pride in his skill and creation. He looked over the blue steel of the blade and the strange vein of red magical metal which almost seemed to undulate, like a snake, along the edges. The fire of the forge which created it now lay within the sword itself, and it was ready for its purpose...

This Sword of the Flaming Heart adds 1 extra damage dice, and +1 to all Wound rolls, when it is aflame. Any Mummy struck by it is slain immediately. Trolls cannot regenerate Wounds caused by the sword. If it is used by a Warrior Hero or Captain Henchman, it also increases Strength by 1 point and Bravery by 1 point (these last three bonuses do not apply if an Elf or Dwarf Hero uses the sword). If the Sword is taken from the dungeon by a living Warrior Hero, that Hero gains an increase of 1 to his Start Wounds characteristic.

Special Features

The wooden chests shown in the Quest Location floor plans are empty. The pair of shields shown are ordinary shields, not magical in any way, but usable

Treasure

In addition to the sword the Undead Champion of Chaos uses, the Tomb contains the following treasures buried with him:

- A bag with 300 gold crowns
- A sealed purple glass flask containing a magical *Potion of Healing*
- A silver tube (worth 40 gold crowns) which contains a scroll of 1 Wizard spell. Roll a D12 randomly to determine which spell this is, but it will be a spell of the Wizard Hero's own College, and it should not be one of the four he began his career with.

Fate Points

Award Fate Points normally. The Heroes gain 2 Fate Points each if they gain the Sword of the Flaming Heart in one expedition, 1 Fate Point each if they gain it in 2-3 expeditions, and none if they take longer. The Warrior Hero gains an advance of 1 to his Wounds characteristic if he takes the Sword of the Flaming Heart out of the dungeon while he's alive.

BETWEEN ADVENTURES

Don't use the full rules for *Between Expeditions* from the Advanced Heroquest rulebook. Do not make rolls on the Random Events Table between expeditions. Significant events back at "base camp" in Felspraag will be detailed in the script for this epic Quest.

After the first adventure, as the Heroes return to Felspraag, read them the following :

The Baron and his men are still away fighting marauding monsters, but Marshal Maximillian Steiner, the Baron's loyal military commander, is in Felspraag keeping a watchful eye over the defences of the town. He greets you warmly, and listens eagerly to your story of success in finding the first legendary treasure. He says that you should consult the Court Wizard, Johann Rienhart, who has important news for you.

When you meet the tall, scrawny wizard, he asks to look at the sword you have found, and when you show it to him something amazing happens. A spiral of flame rises from the edge of the blade into the air and grows into a hovering, flickering image of fire. You see a sinuous, glittering snake of fire which twists into a coil and swallows its tail. Then the fiery serpent writhes and its body suddenly



disintegrates into a shower of sparks leaving behind the glowing image of a shield bearing a simple lozenge design, which fades slowly before your eyes. Everyone is stunned by this astonishing pyrotechnic display.

Johann recovers his composure and says softly, "It seems that the first of these treasures bears within itself a clue to the location of the second. The shield is that of a Templar Knight who slew a Dragon here some years ago, outside a set of catacombs now occupied by a Chaos Lord of growing power. This is surely where you must seek the next goal of your Quest!"

The following changes should be made to the rules for *Between Expeditions* after the Heroes have completed their first adventure:

- Cost of Living expenses are cheaper than usual: a flat rate of 10 GCs between expeditions per Hero. This is because of the support the people and leaders of Felspraag show the Heroes, who are rewarded with bed and board in the Baron's castle.
- Johann will be prepared to teach spells somewhat cheaper than usual. He has to charge a fee, since teaching means that he must use up Spell Components and the like. Any spell can be learned for 50 GCs less than usual (with a minimum charge of 100 GCs, however).
- Hans Kohler will perform services more cheaply than usual out of gratitude for the efforts of the Heroes. All services cost 20% less than the rulebook price, except for Healing Potions, which are in short supply and which are also needed by the Baron's own men.

QUEST 2 – THE WAND OF CONFLAGRATION

THE CHAOS RETINUE OF ADOLPHUS WEISS

This vile group has overrun the dungeons below Dragon Peak. Adolphus Weiss is a Chaos Champion, and his retinue of tainted and damned souls is growing strong. As yet, they cannot use the Wand of Fire because there is no spellcaster able to use it in their number, but if the Heroes are not swift to act the Champion's brother, the Chaos Sorcerer Gotthard Weiss, will arrive to strengthen the forces of Chaos in the catacombs, so the amount of time spent in this dungeon is crucial. Instructions are given later concerning Gotthard's appearance.

In addition to Adolphus and his Chaos Warriors and Chaos Thugs, there is also a handful of renegade Orcs from the Gouged Eye tribe in the dungeon, serving the Chaos Champion under the leadership of a Chaos Warrior.

Several of the Chaos Thugs here have Short Bows and Arrows. They should use these as smartly as the Heroes do! These are weapons used by human enemies and may be used to full normal effect by Heroes or their Henchmen.



CHAOS WARRIOR AND CHAOS CHAMPION

The Advanced Heroquest rulebook has an error in its Monster Reference Table for the Chaos Warrior. The damage dice total should be 4, and *not* 6 as shown. It is important that you correct this error for playing this part of the quest!

The rulebook also shows the Chaos Champion as using a Double-handed Axe and a shield. This is not an error; the Chaos Champion is so unnaturally consumed with the energies of the depraved power he worships that he can use this great weapon in only one hand, even though any ordinary man would need two to heft and strike with it!

QUEST LOCATION MAP KEY

LOCATION A

This room has a Chaos Warrior, who carries 50 GCs, and three Orcs, each of which has 10 GCs. The Chaos Warrior has a small Red Gem on a metal chain around his neck. The Wizard Hero will know this is magical, but he won't be aware what its function is until he gets to Location K. If this gem is not used at Location K to neutralize the magical flames, it is worth 75 GCs.

LOCATION B

This Trap is a Fireball trap. It spans both squares along the corridor, and the first time a character steps in either square the trap may be triggered. Watch carefully to see if a Hero steps into one of these squares during a combat with the monsters in Location A if the trap here hasn't been spotted or triggered previously. If this happens, subtract 2 from the D12 roll made for spotting the trap, since the Hero should be assumed to be too busy fighting to give much attention to looking for traps.

LOCATION C

This is the point at which Gotthard Weiss and his retinue will be encountered if the Heroes take 3 or more expeditions to find their Quest Treasure. Instructions for this follow the description of the Quest Location (Location I).

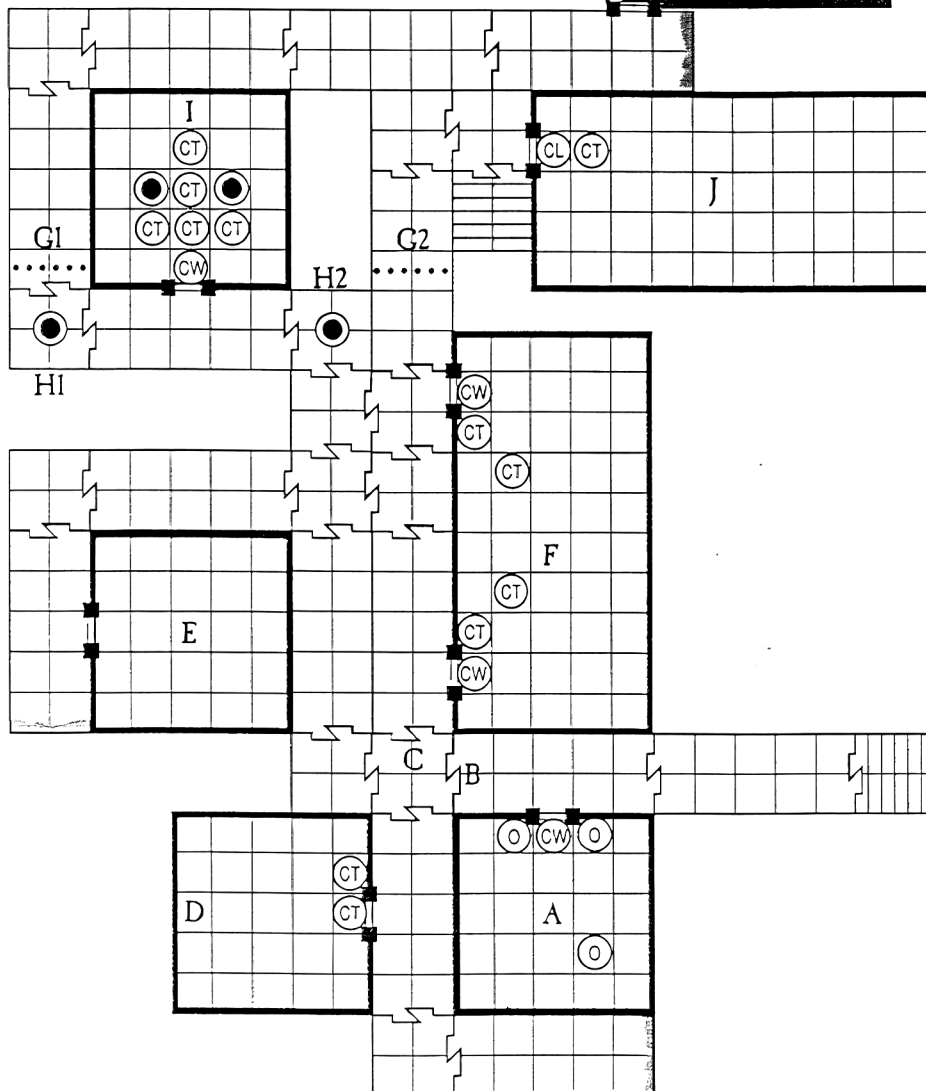
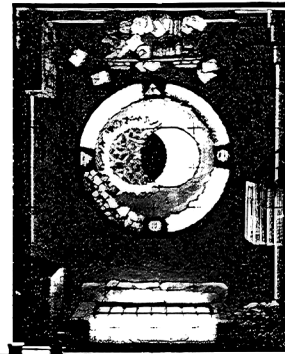
LOCATION D

This chamber contains four Chaos Thugs, each of which has 10 gold crowns on his person. The two Chaos Thugs at the back of the group both have Short Bows, and they also have 4 Arrows each.

Quest Map 2

The Wand of Conflagration

- ⓐ Chaos Lord
- ⓑ Chaos Thug
- ⓒ Chaos Warrior
- ⓓ Orc



LOCATION E

This is a Hazard Room, and is full of Rats. Opposite the door can be seen the partly-eaten body of a Man-at-Arms, an unsuccessful member of another adventuring party foolish enough to enter this dungeon. Because he is half-eaten, he cannot be resurrected, but if the Heroes get to him they can take the 50 gold crowns he has in a pouch and the Long Bow and 6 Arrows which lie in a quiver beside his body.

If the Heroes use Greek Fire or a similar fire-based way of getting rid of the rats, the bow and arrows will be charred and ruined, although the gold is retrievable.

LOCATION F

The monsters here are cunning and well-organized. If the Heroes open both doors together, run combat normally. However, it's more likely that they will only open one door initially. If this happens, as soon as the Heroes open one door, the monsters close by the other will open that door and charge out to attack the side and rear of the party of Heroes.

Each of the Chaos Warriors here has 40 gold crowns, and each of the Chaos Thugs has 10 gold crowns. Importantly, one of each pair of Chaos Thugs here has a Short Bow and 6 Arrows. They will use these to best effect in any combat. Chaos Thugs will also move between doorways and combats to attack Heroes in as effective a way as they can.



LOCATIONS G1 AND G2

Each of the two portcullises here can be lifted by Heroes who have a combined strength of 15 points or more. If this is done, a portcullis can be lifted in two successive exploration turns. However, the monsters in location I will be automatically alerted by this after one turn. They will open the door and charge out to attack the Heroes, gaining +3 on their surprise roll.

LOCATIONS H1 AND H2

On each of the junction squares at the end of the length of passageway in which the door to Location I is placed, there is a large, magical symbol inscribed on the ground (if you want, you can place a FATE counter here to represent this symbol). The Wizard will not know what this symbol means. These are one-way teleport squares from Location I; how they work is described below. They also have one other important effect: just as teleporting only works one way with them, so they negate certain other types of magic in the area.

If a Wizard casts any spell into the four squares which the symbol occupies, or casts any spell while he is within one of these four squares, the spell simply has no effect at all (so, if he casts a *Flames of Death* spell at a group of monsters which teleports from Location I into one of these areas, the spell won't work, but the Wizard still uses up a Spell Component).

LOCATION I

This room contains a Chaos Warrior (with 50 gold crowns) and five Chaos Thugs (each with 10 gold crowns). Each combat turn, one or two of the monsters can jump into the square with the teleport magic (shown on the map) and will then appear on one of the groups of four squares in the corridor outside with the same symbol. The GM can choose one of eight squares for any monster to land in – there are four available squares in each of the two "arrival zones" with the symbol within them. Don't forget that a monster can use part of its normal move to move into the teleport circle here, teleport out to H1 or H2, and then have the rest of its normal move afterwards!

When the dust settles, the Heroes will find that there is a pair of simple levers here, one on each of the walls beside the entry door, which allow the corresponding portcullis outside to be raised and lowered.

LOCATION J

This chamber contains only two opponents, the fearsome Chaos Champion Adolphus Weiss and his Chaos Thug attendant. The Chaos Champion wears a *Ring of Magical Protection, Level 2*, and the Chaos

Thug has a Short Bow and 6 Arrows, including two magical *Arrows of the Assassin*. The Chaos Thug also wears a suit of *Leather Armour of Enchantment*, which adds +1 to his Toughness score (see the *Treasure* section in this book). The Thug stands behind the Champion, if possible, firing arrows at any Hero in or close to the doorway. The treasure chest contains 100 gold crowns, 6 crossbow bolts, a 10' length of Rope, and two *Potions of Healing*.

LOCATION K

Place a fireball template over the four squares shown on the map. There is a permanently roaring sphere of magical fire in this area, which cannot be destroyed except by using the Red Gem from the Chaos Warrior in Location B. If any Hero actually looks at the Red Gem here, he will see it glow quite brightly as it gets closer to the magical fire. If no Hero is specifically looking at it, allow the Wizard to throw one D12. If he rolls below his Intelligence score, then the Wizard will magically detect that the Red Gem is glowing as the Heroes approach the flames.

If the Red Gem is thrown into the flames, they die down instantly. If one or more Heroes walk into and through the flames, they suffer excruciating pain from the fierce heat. Roll 10 damage dice, adding +1 to each number rolled. Roll this damage each time a character passes through the flames. The Gem can be retrieved after it has been thrown into the fire, and it is worth 100 Gold Crowns since it swells slightly in size after its contact with the magical fire.

If a player gets a Hero to “test” the fire (e.g., by throwing a piece of equipment into it), let the player know that the fire is VERY hot – cloth burns up instantly, wood burns away very quickly, even stone, or a gem, will be blackened (and ruined if a valuable gem other than the Red Gem is used), and so on. And of course the Heroes feel hot within one square of the fire!

There is one final property to the magical flames here. If any fiery spell (*Flaming Hand of Destruction*, *Flames of Death*, *Inferno of Doom*, etc.) is cast by a Wizard standing within 6 squares of the fire, then that spell will rebound on to the spellcaster and will not affect the target he selects. This is important if a Wizard tries to cast such a spell against the opponents in location J before this magical fire has been dealt with.

LOCATION L (QUEST LOCATION)

This is an unusual location in that there are no monsters here, but the Heroes may well yet have to face the Chaos Sorcerer! Read the following to the players when their Heroes enter this room.



TONY ACKLAND

QUEST 2 – THE WAND OF CONFLAGRATION

This is not what you expected; a few steps beyond the door lead into what appears to be a perfectly preserved Wizard's study, with a fire burning in the grate and furnishings around the room. But your attention is at once drawn to the strange magical design in the centre of the floor, and to the magical wand hovering in mid-air, at just around hand height, in the middle of it!

Within the Quest Location is a strange Magic Circle, in the centre of which lies a slim wooden wand made of pale wood with a distinctly reddish tinge. There is a magical force-field around the inner circle, and the only way the Heroes can get the wand is for one of them to stand on each of the four magical symbols shown around the edge of the circle, or within one of the four coloured quarters of the outer ring.

The Wizard Hero needs to stand in the Fire area (he is after the Wand of Fire), the Dwarf in the Earth area, the Elf in the Air area, the Warrior in the Water area. If one Hero is dead, you might allow the presence of his dead body to be enough here. When the Heroes take up the correct positions, the force field is dispelled and the Wizard can take the Wand safely. Give the players Handout 3 when they obtain the Wand.

The Magic Circle has one other powerful magical property: if a Wizard (or Wizard's Apprentice) who has died is laid down within it, it will return that

character to life (a Wizard who has lost a Fate Point because his Apprentice was slain will regain it if his Apprentice is returned to life here). This effect works only once, for one character.

There are some other treasures in the Quest Location. On the table is a Scroll with 1 Wizard spell (the GM should determine which one randomly) and in the top drawer of the table is a plain black cloak. This is a magical *Cloak of Pockets* (see the *Treasure* section of this book).

There is a very rare book in the bookcase: Johann Stockhausen's *Healing Herbs of the Empire*. Allow the most intelligent Hero to make an Intelligence test: if this is made, he will see this book and realize how valuable it is. The Healer of Felspraag will pay the Heroes 150 gold crowns for it.

There is also a message scroll left here, composed by an ancient wizard who protected the Wand of Fire and sealed it within the magical circle here. The Heroes will automatically find this, so when they get near the desk give the players Handout 3. This is also reproduced below for you to read.

Lastly, the fire in the large fireplace burns magically without fuel or air, but it is of no importance to the Heroes' quest. Anything they throw into it is instantly burned away, though, including the Red Gem if the Heroes throw it into here!

The Elven Bow has been hidden long ago, as I have hidden the Wand of Fire. I can see but a little of its hiding place, but my magic has detected a sequence of the elements at work; go through Fire to Water, through Water to reach Stone, and when the keeper of the Mists is despatched, and his dead tainted magic taken, then Stone shall turn to Air so that only dust remains. Then shall the Elf Bow be revealed.



THE WAND OF CONFLAGRATION

"Hard to believe that something which looks so slim and frail has such power coursing within it," the young apprentice whispered in awe as he gazed at his master's proud achievement. "So much magic, so much power..."

The Wizard looked wearily at his assistant. "What is most important is the discipline of creating such a thing," he muttered, "and not the power which the Wand houses within itself. It is the concentration, the hours of sustained effort taking the mind almost to breaking point, the triumph of the will. And yet, I know what you mean." The Wizard slowly twirled the slender wooden length in his hands. "And not even I know how its powers will be used. Not in the final battle".

The Wand of Conflagration casts each of the following spells once *per adventure* (not once per expedition!) without the need for any spell components: *Flames of Death*, *Inferno of Doom* and *Fireball* (*Fireball* is a Dark Magic Spell, see page 55 of the *Advanced Heroquest* rulebook).

The Wand also allows the Wizard to subtract 1 from all damage dice which are rolled against him when he is affected by any of these spells. If the Wizard Hero takes this Wand out of the dungeon while alive, he gains a bonus of +1 to his *Start* Intelligence score.

Gotthard Weiss the Chaos Sorcerer

Gotthard Weiss will arrive in the dungeon if the Heroes take 3 or more expeditions to enter the Quest Location (this includes any expeditions taken to deal with the upper level). He will arrive with a retinue of four Chaos Thugs, and the Heroes will meet him at Location C. Place Weiss with two Chaos Thugs carrying Short Bows (and 6 Arrows each) in front of him, and two behind him, at Location C when the Heroes get within 12 squares of this point. Weiss carries a bag with 150 gold crowns, and has a *Ring of Speed* (Level 1) which adds +1 to his Speed characteristic. He also has a Scroll with the spell *Fireball* inscribed upon it. The Chaos Sorcerer will use his spells carefully. His best strategy depends on exactly what the Heroes do, but what he is most likely to do is as follows:

- Use his *Choke* spell to attack the Elf or Wizard first. If the Wizard Hero has the Wand of Conflagration, the Chaos Sorcerer will certainly use *Choke* against the Wizard to prevent the Hero from using the Wand against him!
- Use his *Fireball* spells to attack a group of Heroes as they charge along the long passageway next.



MARTIN MCKENNA

- Use his *Flaming Skull of Terror* spell only if it's obvious that he must fight in hand-to-hand combat with one or more Heroes.

Awarding Fate Points

This works normally. The Wizard also gains an advance of 1 point to his Intelligence characteristic for gaining the Wand of Conflagration.

BETWEEN ADVENTURES

When the Heroes return to Felspraag, read the following to them:

The situation back in Felspraag is grim indeed. The Lichemaster begins to flex his strength, and Marshal Maximillian Steiner has returned this very morning with a battalion of men from a skirmish with skeletons and other dark Undead in the foothills less than a dozen miles away. Many men died, and the Marshal himself has a grievous leg wound, leaving him limping and grim-jawed with pain. Johann the Wizard is red-eyed with sleeplessness after his constant spellcasting and vigilance. Yet he still finds some time to help you with your quest.

When you show him the scroll you found, he pores over it, shaking his head with annoyance, and then he jabs a finger into the paper. "Of course," he says, "that symbol. It is the personal sigil of Martin Heydrich, an Ostlander Wizard. I should have realized... this riddle is strange indeed. I can think of only one place which his message could refer to – a dungeon built by a fellow Wizard, his cousin Albrecht, not far from Middenheim. Albrecht was a recluse, and died unmourned within his own chambers there. Why an Elven Bow should have been hidden there, I really cannot say. Yet it is the one lead we have here. One thing I do know is that the place is feared and avoided, for it is overrun by Skaven, and more than one clan of the foul and pestilential Ratmen have taken up residence there."

QUEST 3 – THE POWER BOW OF LOREN

THE SKAVEN OF THE WIZARD'S HALLS

These Skaven are actually renegades, driven out from their own clans for various crimes against the hierarchies and rulers of the Ratmen. They have fled to this dungeon, and banded together under the leadership of a White Skaven Sorcerer. The Skaven stay together simply because there is safety in numbers. They're a rag-tag bunch, but they're motivated by the simple desire to defend themselves and stay alive. And because they're not very numerous compared to large Skaven clans, they are smart enough to have developed some dangerous tactics for dealing with intruders. These are due not the least to the Sorcerer, who has managed to use warpstone to create some unusual magics which these Skaven use to considerable effect in battles.

The Skaven are also in this dungeon for another reason. They sense the presence of a large deposit of warpstone somewhere in the area, and they cannot reach it, which infuriates them. It is sealed in the Quest Room on the lower level, where Albrecht the Wizard sealed up Skaven guards in magical stasis to protect the Elven Bow hidden there. Only when at least one other of the four magical treasures (i.e. the sword and wand the Heroes already have) are brought into the dungeon can the chamber with the Bow be unsealed. This is why the Skaven can't get at the Bow, and why the Heroes can, but only when they've dealt with the Skaven!

to be wearing *Berserker Amulets*. The amulets cannot be used by Heroes or their Henchmen, and if they put one on, they immediately suffer 1 Wound from the damaging effects of this Chaos-tainted material.

SLINGS

Some of the Skaven Warriors have Slings with which they can fire heavy stones at enemies. Slings have the same ranges and hit rolls as Short Bows. A Skaven with a Sling can make two ranged attacks per Combat Turn with this weapon so long as it does not move. If a Skaven model moves prior to attacking, it is only allowed one shot with the Sling that Combat Turn.

Skaven with Slings are assumed to have an effectively limitless supply of ammunition for them so far as normal stones go (these have 2 damage dice on a successful hit). Some of them also use warpstone-impregnated stone missiles, which inflict 4 damage dice on a successful hit. These slingshots are not usable by Heroes or Henchmen (they're tainted by Chaos and even touching one automatically inflicts 1 Wound). With these missiles, the Skaven have limited numbers of stones, specified for each Skaven individually.

SKAVEN CHARACTER MODELS

In the Upper Level of the dungeon, you may use any Skaven character model (if one is indicated in the Quest Room on that level) other than the Clan Mors Warlord, the Plague Censer Bearer, or the White Skaven Sorcerer.

QUEST LOCATION MAP KEY

LOCATION A

The two Skaven Warriors by the door each have *Berserker Amulets* (and each has 15 gold crowns). The two further back in the room both have Slings. Each of these Skaven has 4 warpstone missiles for their slings, and 10 gold crowns. The Assassin has a *Blade Venom*, one dose of *Elfbane*, and he will put this on his sword and try to attack the Elf in hand-to-hand combat if he can reach him (don't bother with this if it's obvious the Assassin won't be able to get at the Elf). He has a pouch with 60 gold crowns. The Skaven here are particularly cunning. When one door is opened the forces by the other door will open it and enter the passage outside to attack the Heroes if this is possible (that is, if the Heroes don't attack through both doors at the same time).

SKAVEN

with sling

WS	BS	S	T	Sp	Br	Int	V	PV
6	5	5	7	10	6	6	3	1

HAND-TO-HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	3	4	5	6	7	8	9	10	10	10	3	

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37 +	MAX RANGE	DAM DICE
HIT ROLL	7	8	9	10	11*	18	2

EQUIPMENT

LEATHER ARMOUR
SHIELD
SWORD
SLING

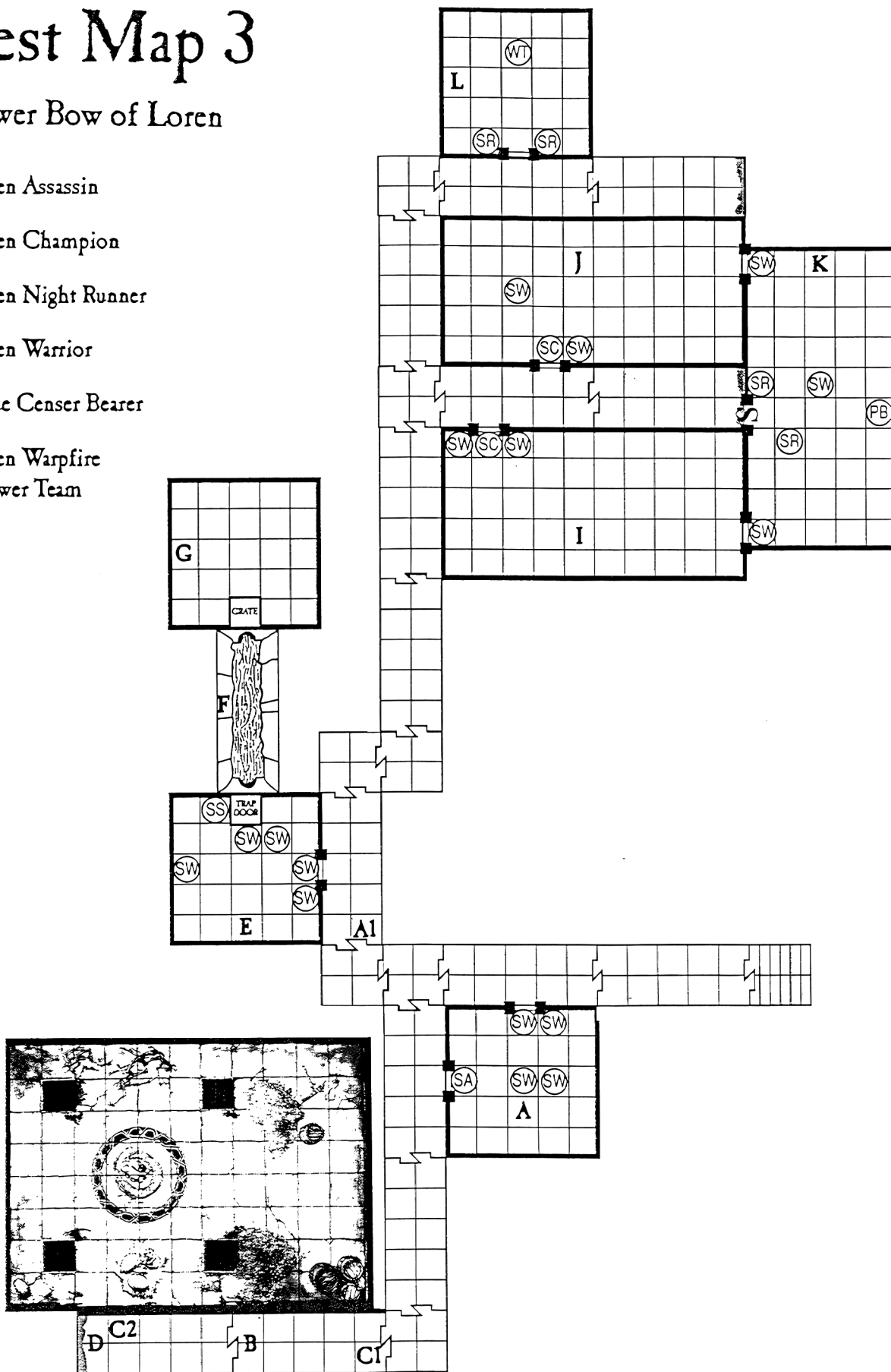
*NOTE: NO CRITICAL HITS

WARPSTONE BERSERKERS

Some Skaven carry special warpstone-based charms prepared by a Skaven alchemist which allow them to become *Berserk Monsters*. These Skaven will become berserk as soon as they reach hand-to-hand combat. They are stated in the location descriptions

The Power Bow of Loren

- ⓈA Skaven Assassin
- ⓈC Skaven Champion
- ⓈR Skaven Night Runner
- ⓈW Skaven Warrior
- ⓅB Plague Censer Bearer
- ⓈWT Skaven Warfire
Thrower Team



QUEST 3 – THE POWER BOW OF LOREN

As soon as a combat breaks out at either doorway, a Skaven Night Runner appears in the passageway (starting at location A1 as shown on the map) and comes to aid his fellows! Allow him to move and then attack (irrespective of the order of actions for the other Skaven). If the Heroes have placed a guard looking along this passage, the Night Runner appears instead at the furthest point along the line of sight for the guard down the passage. The Night Runner carries a small leather bag at his belt, containing 20 gold crowns.

LOCATION B

This entire passageway has one important and surprising feature: the wall all the way along beside the Quest Room beyond it (Location M) is of white stone. There is no door to Location M here, this isn't a mapping error!

LOCATIONS C1, C2

These are magical Fireball traps. They are stronger than most, so roll 6 damage dice for the Hero setting off the trap.

LOCATION D

There is a white concave depression in the floor, which is very smooth and slightly egg-shaped. This is where the Magic Stone from Location G fits.

LOCATION E

This room is hot, and a glinting brazier burns on the wall. The Skaven are hot, sweating, and their fur is streaked with moisture. They are eager to fight! Any fire-based spell cast by the Skaven Sorcerer here inflicts 1 extra damage dice to normal. Any fire-based spell cast by an enemy of the Skaven (that is, a Wizard Hero) inflicts 1 fewer damage dice than normal.

The three Skaven Warriors nearest the door here have *Berserker Amulets*. The single Skaven right at the back of the room has a Sling with 6 warpstone missiles. The White Skaven Sorcerer wears a magical *Ring of Fate* with 2 Fate Points within it, which should be used by the GM to negate major damage or the use of a *Rat Bag* (one Fate Point can be spent to prevent the Sorcerer from being sucked into a *Rat Bag* at any time during a combat here).

There is a Treasure Chest here which contains the personal gold of the Skaven (a total of 150 gold crowns), a *Potion of Healing*, and a *Screech Bug*.

The trapdoor leads down to a drop into an underground stream (shown in the chasm beyond the room).

LOCATION F

The Heroes have to get through this underground stream to get to Location G where the Magic Stone



they require is. The stream section (use the chasm for this) is entirely below-surface; there's no air pocket above the water here. Each Hero must make a Toughness test to be able to hold his breath long enough to get through the stream section and poke his head above surface in Location G (only one try per Hero or Henchman). Heroes can only pass along the stream section one at a time.

If a Hero fails his Toughness test he is forced to return to Location E. Roll a D12. On a roll of 7-12, a powerful Rock Eel appears in the water and attacks the Hero. The Eel has Weapon Skill 6, Toughness 6, and 2 Wounds. It cannot be attacked by any fiery spell nor by ranged combat. The Hero can either delay and fight the creature, or try to get past it. If the Hero just flees from combat, he suffers 1-3 Wounds (roll one D12, divide the number rolled by 4, and round any fractions up). If the Hero stays to fight, he must make a Toughness test every combat turn to be able to continue fighting, and if he fails his breath gives out and forces him to flee back to Location E (so he suffers Wounds as above).

LOCATION G

The Heroes appear underneath the Grate in this room, but can push it up and gain entrance automatically. There is a large Statue here which holds an egg-shaped White Stone (this is needed for Location D). The Statue acts as an *Animated Statue* (Advanced Heroquest rulebook, page 27) and attacks as soon as any Hero tries to take the Stone. Although the Statue animates, it does not have any treasure with it as ordinary Statues in Advanced Heroquest do!

LOCATION H

This is a standard Fireball trap in front of a secret door at the end of the passage. If this Fireball trap is activated, then the Skaven in Locations I, J and K will all be alerted to the presence of the Heroes by the sound of the trap being set off (and gain +3 on all surprise rolls).

LOCATIONS I, J AND K

There is a special rule concerning the doors to these rooms (including the secret door entrance to Location K): as soon as one is opened, all three doors open together! The doors within this room complex (between I and K, and between J and K) are already open.

LOCATION I

The two Skaven Warriors here (each has 10 gold crowns) are normally armed, but the Skaven Champion (who has 15 gold crowns) with them has a *Berserker Amulet*.



LOCATION J

This is the same as Location I, in that it has two Skaven Warriors (each with 10 gold crowns) and a Skaven Champion (but this one has 20 gold crowns).

LOCATION K

This is a real nest of Skaven. By each of the side doors is a Skaven with a Sling, each armed with 4 warpstone missiles. The two Night Runners each have a *Potion of Healing*, and with the Warrior next to them they create Death Zones around the secret door which prevent Heroes from simply charging into the room and getting straight at the Skaven at the back of the room. This is the Plague Censer Bearer, who carries a Plague Censer of unusual lightness and weight, allowing it a range of up to 16 squares (hit rolls for 13-16 are the same as for 4-12 with this very well-designed piece). This Plague Censer also has a secondary magical effect which is very striking: a howling wind screams down the long corridor before the Plague Censer Bearer (this applies to the entire passageway section beyond the secret door leading into this room, or as far as the Censer travels when thrown). This howling wind lasts for 3 combat turns, and during this time any Hero using ranged weapons through this area (and/or when he's in this area) suffers a penalty of -2 to Bow Skill. The Plague Censer Bearer has a *Potion of Healing*, and he also wears a magical *Amulet of Iron*.



These Skaven are mean and very smart. The Plague Censer Bearer is well capable of throwing his ranged weapon, and then getting out of the line of sight of arrow fire if he's getting hurt and drinking his potion. The Warriors inside this room will try to create Death Zones to let the Night Runners run away and drink their Potions if they are in serious trouble.

These Skaven are out to kill the Heroes, so make sure the Heroes have to burn up some Fate Points to stay alive. They've got enough by now, so force them to use them up here.

The Skaven here have a miserable 5 gold crowns each! When the Heroes are searching the Skaven for treasure, tell the players that one of the Skaven hisses in its death throes "You won't get our gold, our brothers have it in....." and then rolls over dead. This should infuriate the players. Make them mad – it impairs their judgement, and makes it easier for you to kill the Heroes...

LOCATION L

This is the Skaven treasure room, and it's protected by a two Night Runners and a Warpfire Thrower team. There's a BIG treasure chest here with 250 gold crowns, a *Potion of Regeneration*, and 2 *Bolts of Flame*.

LOCATION M (QUEST LOCATION)

The *only* way to enter this location is as follows: the Heroes have killed the Plague Censer Bearer in Location K, and they must bring the Magic Stone from Location G and place it in the stone cavity at Location D. When they do, the entire wall section along the passageway disappears – place the Quest Room on the board.

The Heroes are confronted by an army of Skaven who are freed from magical stasis when the wall vanishes, releasing them from their bondage. Several special rules apply to these Skaven.

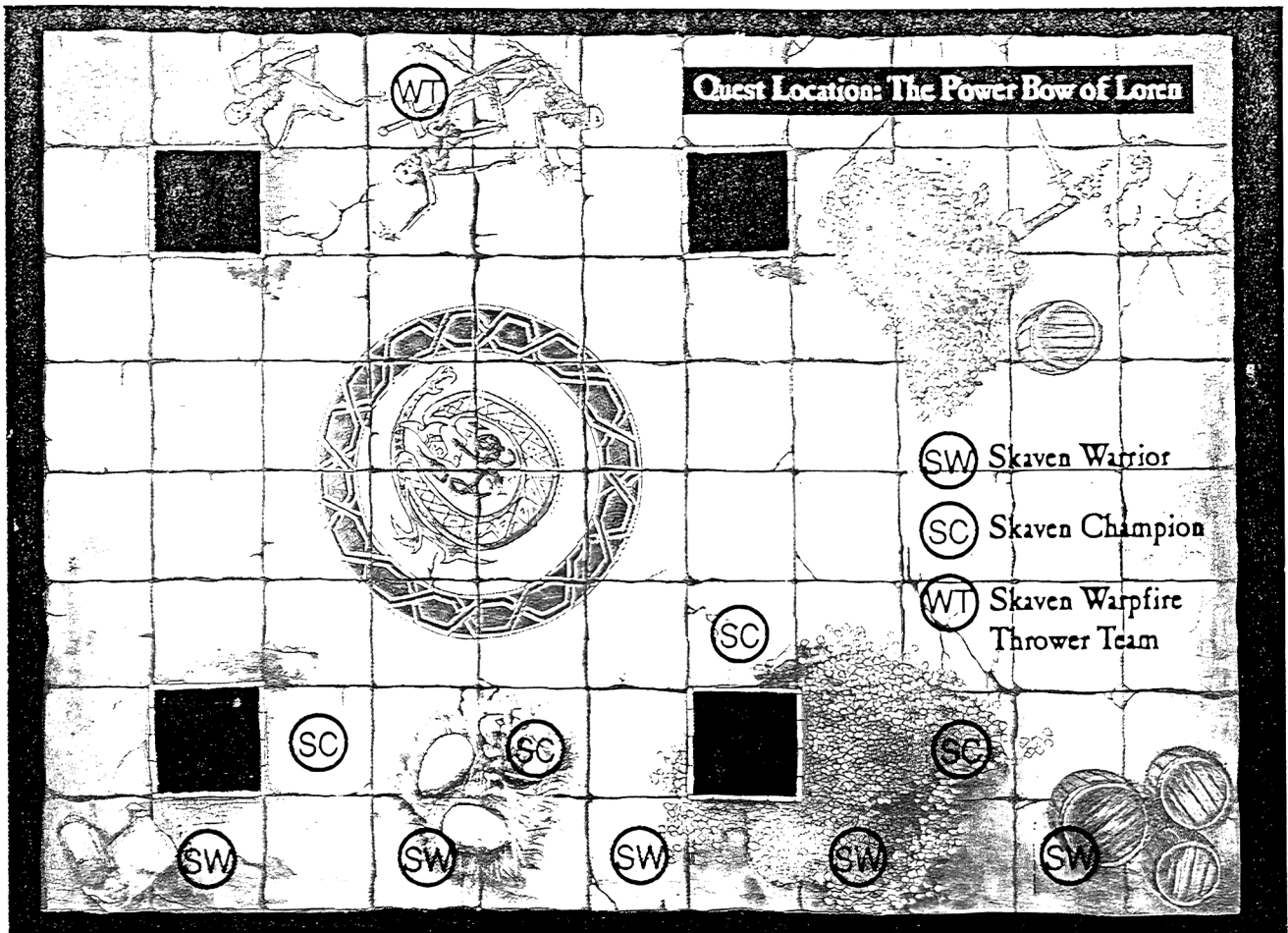
- All the Skaven wear special warpstone-treated amulets (unusable by Heroes – they're tainted!) which make them *Fearsome Monsters*.

- The Warpstone Team is placed among the skeletons shown on the floorplans for the Quest Room, and if they are destroyed (killed, or due to malfunction) they will actually be resurrected with all Wounds restored after 1 extra combat turn so long as there are any other Skaven not destroyed within this room.

The coiled Dragon motif on the floor appears to hold the Bow in mid-air, tendrils of force spiral up from the mosaic on the floor to hold the Bow in place. After 3 combat rounds, something terrifying happens: the Dragon assembles from the floor! Read the following to the players when this transformation occurs:

The very ground seems to tremble as the mosaic Dragon on the floor begins to pulse with the tainted warp of Chaos! The warpstone in this chamber seems to stir the serpent into life, and it uncoils itself from the stone and rock, rising up on its powerful haunches and staring at you with its rheumy eyes, its great mouth slaverling for the taste of warm, fresh blood!





The Bow drifts gently to the ground, although it cannot be taken and used until this combat is completed. The Dragon now attacks. It is a magical, animated monster, and it has Weapon Skill 9, Toughness 9, Wounds 6, and Speed 10. It is a *Large Monster*, and is too large to pass through any doorway. It can breathe the equivalent of an *Inferno of Doom* spell up to 12 squares away once every 4 combat turns, so the GM must keep careful track of time elapsed during the combat!

Treasure

If the Heroes survive to triumph here, their treasure gains (and other room items of interest) are:

- Gold. Scattered on the floor in piles (shown on the floorplans) are 100 gold crowns.
- Dragon Eggs. There are two Dragon Eggs here which can be sold to a Wizard for 50 gold crowns each if they're still any good. Have the players roll two dice. Each roll of 7 or better indicates that an egg is good and in saleable condition. If the dice roll is 6 or below, the egg is too old to be of any use or value.
- Barrels. There are four barrels here, but the dwarf beer in them is long ago decayed into vinegary, bad-tasting muck. Not even a dwarf would drink it now.

– Swords and Axe. The Swords on the floor are just ordinary swords, but the Axe is a magical Axe, +1 damage dice.

– Treasure Chest. There is a small treasure chest here, which contains bags with 150 gold crowns, one flask of Greek Fire, 6 arrows, 6 crossbow bolts, and a *Potion of Prowess*.

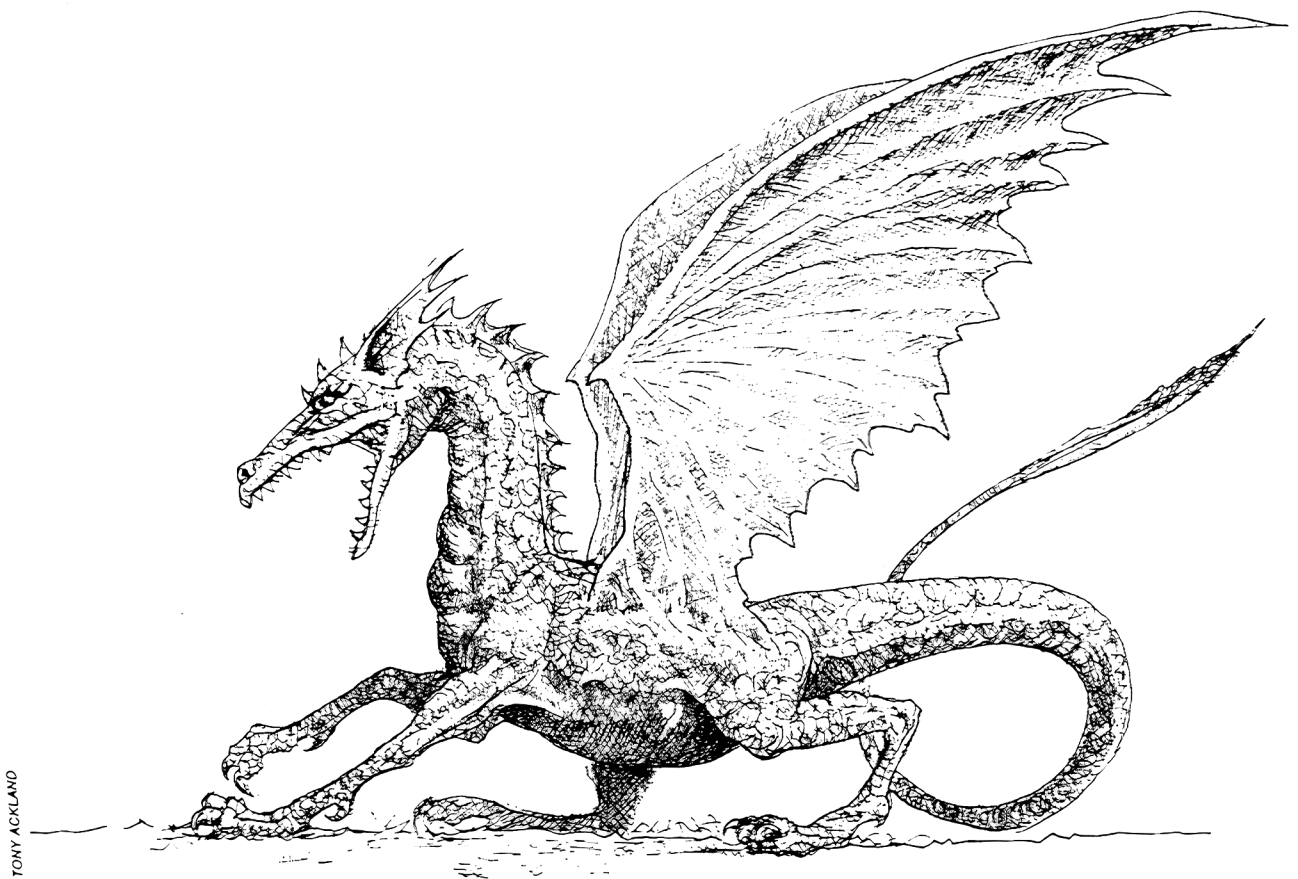
And, of course, the Heroes will be able to take the Elven Bow of Loren, so give them Handout 5 when they obtain this. This is reproduced on the next page for your information also.

Returning to the Quest Location

The combat in Location M is difficult and can be very dangerous for a group of Heroes not well-prepared for it. If the Heroes have already lost some Fate Points earlier in the same expedition, they may well have to run for their lives here. If they do, when they return in a later expedition the wall to Location M will have entirely regenerated.

All the monsters inside Location M will be returned to a state of suspended animation but will be animated, and at full strength, as soon as the Heroes enter again (including any monsters the Heroes destroyed in a first battle). The White Stone will be lying beside the floor cavity at Location D. The Heroes will have to fight for a victory all over again!

QUEST 3 – THE POWER BOW OF LOREN



THE POWER BOW OF LOREN

The bowyer laid down his work, caressing the slim, hard wood of the bow as gently as any mother might caress a child. His eyes narrowed slightly as he ran his fingers along the taut bowstring, redolent with tension and power. It would take a worthy Hero to nock an arrow to this weapon, he thought, crafted by my hands and the skills of the Elven wizards. In years to come, who knows what may be its fate, which black and evil hearts it may destroy...

The Power Bow of Loren adds 1 to Bow Skill and Bravery for its user. When an ordinary arrow is fired from it, the archer rolls 6 damage dice for a hit. Arrows fired from the bow will be recovered on a roll of 7 or better (as with other thrown weapons). If the Elf Hero takes the Power Bow from the dungeon while he is alive, he can add 1 to his Start Speed score.

In Felspraag, the Baron has raised virtually every man in the village and surrounding lands into a militia army. Deep in the Grey Mountains a huge army of skeletons has massed, and they must be stopped before they kill hundreds, thousands of ordinary folk. The army is nearly ready to march, but Johann the Wizard makes time to speak with you before he leaves with them.

"Your quest is of the highest importance," he says. "You must find the last treasure, the World's Edge Hammer, and then confront the Lichemaster himself. The Seer has had a dream of the Hammer's resting place: he tells me that he sees a great Daemon struggling against other monsters in dungeons below a mountain with a peak shaped like a broken claw. The other monsters, the Seer cannot sense, but you will have to overcome truly powerful enemies there. Such a mountain exists only a day's march from here, and we must hope that it is the one the Seer has sensed in his scrying. When you have the Hammer, you must follow the Baron's army, and make as much haste as you may. Time grows short, and the lives of many are in the balance now."

BETWEEN ADVENTURES

When the Heroes return from acquiring the Elven Power Bow of Loren, read the following text to them:

When you are readied with weapons, equipment and spell ingredients, it will be time for you to set out to recover the final treasure...

QUEST 4 – THE WORLD’S EDGE HAMMER

THE STRUGGLE BELOW THE MOUNTAIN

There are two groups of monsters in the dungeons below Claw Peak. They are bitter enemies, but neither group is confident enough yet to mount an all-out attack on the other. One group is composed of Garshanak the Bloodthirster and his retinue. He has a captive Daemonette, a Chaos Champion leading some Chaos Thugs, and a pair of Fimir with a human Captain who has been magically forced to serve the daemonic forces. However, magical barriers prevent the Daemons leaving the Throne Room, so Garshanak can't lead an attack on the enemies himself, which might otherwise allow his forces to be triumphant.

Opposing them is Murglang the Ogre Chieftain and a motley retinue of humanoids. He has a Troll with him, and a group of Orcs who are outcasts from several different clans and are only together because of the Ogre's bullying.

It is actually possible for the Heroes to obtain the World's Edge Hammer without dealing with the humanoids. They could simply head past them to the daemonic forces and kill them, take the Hammer and then leave the dungeon. But this would be a waste of some very nasty monsters you want to throw at the Heroes, so the location listing



below also includes rules for using the humanoids as a type of Wandering Monster if the Heroes don't deal with them in their own rooms.



FATE POINTS

In addition to any Fate Dungeon Counters, the GM may use 1 Fate Point for the monsters in Location B, C or D, and 1 Fate Point for the monsters in Location H, I or K. Use these Fate Points to reduce the damage Hero attacks inflict as much as possible (for example, to completely negate a *Flames of Death* spell – you can use a Fate Point for the monsters to prevent the spell from working).

LARGE MONSTERS

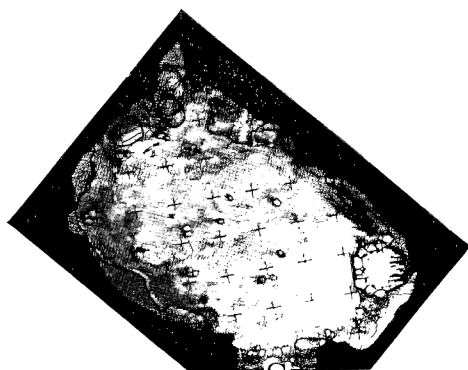
There are errors in the Advanced Heroquest rulebook which you should correct for this dungeon. Both the Ogre Chieftain and the Fimir are *Large Monsters*.

DAEMONETTE MAGIC

Daemonettes do not have the *Flaming Skull of Terror* spell as listed in the Advanced Heroquest rulebook (they don't need this, because they are *Fearsome Monsters* already). They have the *Fireball* spell instead. Apply this rule generally, and specifically to the Daemonette in Location M, the Quest Location.

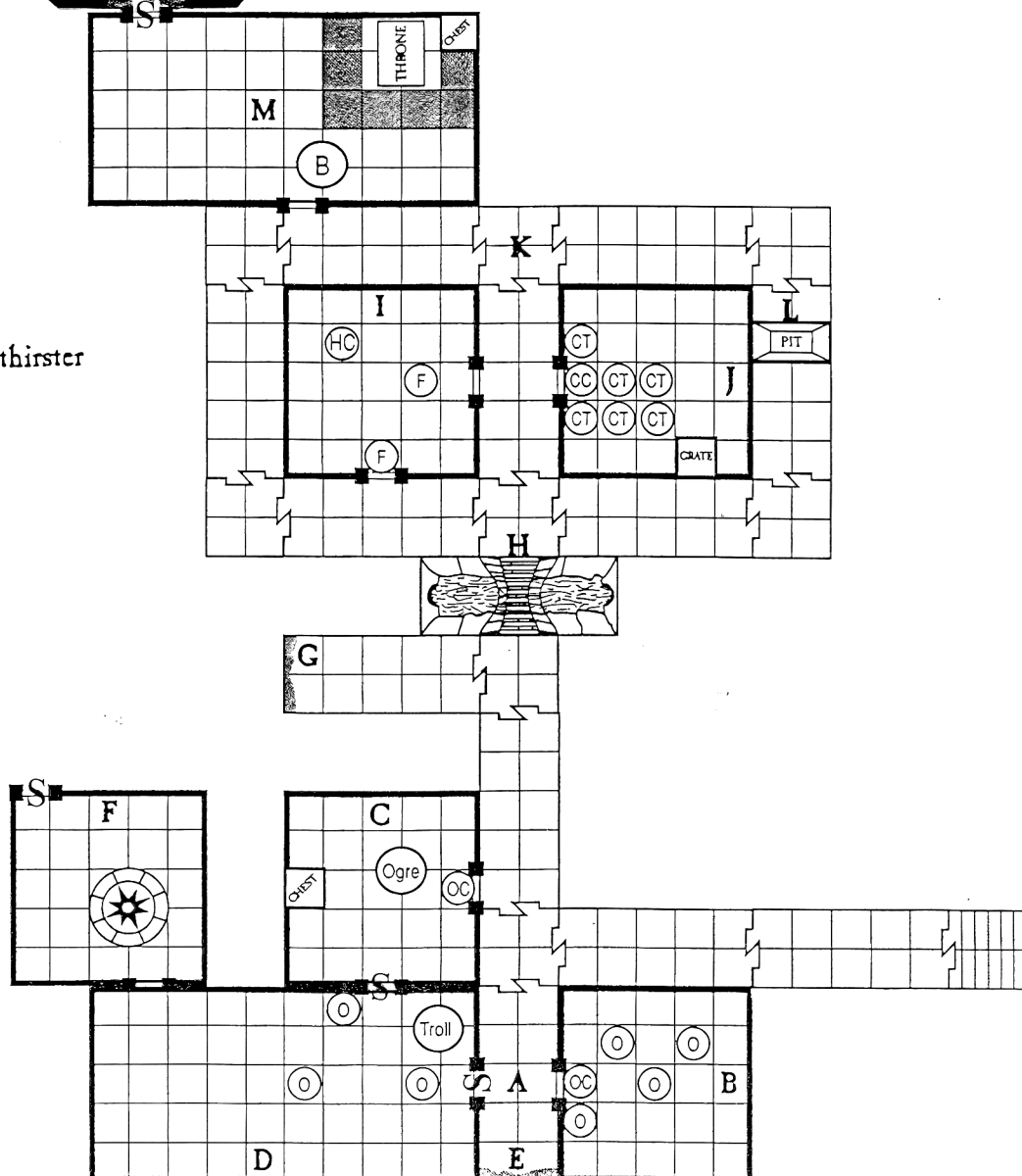
Quest Map 4

The World's Edge Hammer



- (CC) Chaos Champion
- (CT) Chaos Thug
- (F) Fimir
- (HC) Human Champion
- (O) Orc
- (OC) Orc Champion
- 'Death Zone' for Throne

- (B) Bloodthirster
- (Ogre) Ogre
- (Troll) Troll



QUEST LOCATION MAP KEY

LOCATION A

The squares here have a magical Choke trap. Apply the rules modification below for the effects of Choke, this is important!

CHOKE TRAP (Rules Revision)

With a Choke trap, the effect on a character who triggers it is that they may only move one square per turn (as determined by the player). At the end of the turn, the character is allowed to roll a D12. If he rolls below his Toughness score, the character lives. If the D12 roll is above the character's Toughness, the character dies. A Choke trap can be evaded entirely by a special magical protection such as a *Ring of Magic Protection*. A Fate Point can be expended to negate the effects of a Choke trap. The effects of a *Choke* spell (as opposed to a trap) are unchanged from those given on page 55 of the Advanced Heroquest rulebook.

LOCATION B

The four ordinary Orcs here are led by an Orc Champion. The two Orcs away from the door have Short Bows and 6 arrows apiece. These Orcs have no treasure, since the Ogre Chieftain hoards the treasure for the entire group.

LOCATION C

The Ogre Chieftain is accompanied by an Orc Champion. The Ogre Chieftain carries 50 gold crowns in a big pouch at his belt. There is a Treasure Chest in this chamber, which contains 150 gold crowns and a special pair of excellent quality Throwing Daggers which have a maximum range of 6 squares.

LOCATION D

This large room houses the Troll and three Orcs. The Orcs beside the secret doors are normally armed, while the Orc further back into the room also has a Short Bow and 6 arrows.

Locations A-D and Combats

The monsters from one or more of these rooms may open their doors and emerge to fight Heroes who are in combat with other monsters. Use the following rules:

– If there is a combat in Location B, roll a D12 each combat turn. On a roll of 7 or higher, the monsters in Location D will open their secret door opposite and emerge to fight.



– If there is a combat in Location C, roll a D12 each combat turn. On a roll of 9 or higher, the monsters in Location D will open their secret door into Location C and emerge to fight.

– If there is a combat in Location D, roll a D12 each combat turn. On a roll of 9 or higher, the monsters in Location C will open their secret door into Location D and emerge to fight.

Apply all these rules – if the Heroes are fighting in Locations B and C, make two rolls in each GM phase to see if the monsters in Location D come out to fight as well!

LOCATION E

These two squares are a Fireball trap. If Heroes are moving during combats in and around Locations B and D, be sure to watch to see if any of them enter this trapped zone!

LOCATION F

This is a Hazard room, full of mould. This mould obscures a second Hazard, a Magic Circle in the position shown on the map. If the mould is burned away with Greek Fire, the burnt mould will still obscure the Magic Circle so that the Heroes will not see it. The only way they can detect it is if the Wizard makes an Intelligence test, but add 3 to the

QUEST 4 – THE WORLD'S EDGE HAMMER

D12 roll, because the Wizard almost certainly won't be expecting to find a Magic Circle here!

The tiny concealed (but not actually secret) door shown on the map is 9 feet above ground level, and the smartest Hero (the Wizard) must make a successful Intelligence test to notice it (it measures roughly 12" x 12"). The only way to open it is for one Hero to climb on the shoulders of another (or to get a lift up from two other Heroes, etc.). The Dwarf cannot be used as a support, he's too small!

When a Hero is just about to open this small door, four Orcs will attack. Two charge into the room and attack the Heroes with swords, and two Orcs with Short Bows attack from the doorway. The Hero opening the small door, and the Hero supporting him, cannot make actions during the first combat turn. The Orcs who charge into the room are accustomed to the mould, and are not affected by it, but the archers are not, and will not enter.

When the door is opened, the Heroes will find a small alcove containing six green glass vials, all labelled 'POTIONS OF WONDROUS EXCELLENT HEALING'. Tragically, every last Potion has dried out, and is completely useless. A Wizard using an *Open Window* spell to look into this area will see that the potions are useless if he makes an Intelligence test. This should infuriate the players, which is what you want to do.

LOCATION G

There is a simple Blocks trap in this dead end.

LOCATION H

The only way for the Heroes to proceed with their quest is to cross the rope bridge over the Chasm. When they have all crossed the rope bridge, read the following to them:

Sadly, the weight of the last member of your party must have been too much for the old, frayed bridge, which falls away from your side of the chasm and into the depths below.

When the Heroes want to go back this way, they'll have to use the standard procedures for traversing a Chasm.

LOCATION I

The two Fimir here are allied with a magically-controlled Human Captain (a Reference Sheet for the Captain can be found in the *Henchmen* section of this book). The Captain has 2 Fate Points (in addition to the Fate Points you can use around the dungeon), and he will fight to the death. His equipment is in good condition, and it can be taken and used by the Heroes. The Fimir have 25 gold crowns each, the Captain has no treasure.

THE OGRE'S WANDERING MONSTERS

If the Heroes haven't killed all the humanoids in Locations B, C and D, don't waste them. Organize them into a raiding group and employ them as Wandering Monsters. The highest-PV monsters will lead the group. They can restore the Rope Bridge across the Chasm in a single exploration turn. They will appear to attack the Heroes if you roll a score of 8 or higher with a D12 roll; make one D12 roll after the Heroes leave each new location they enter in this area.

LOCATION J

This is the lair of Erwin Klostermann the Chaos Champion, who serves the Bloodthirster with his retinue of six Chaos Thugs. Two of the Thugs (in the middle rank) have Short Bows and 6 Arrows each. The Chaos Champion carries 50 gold crowns, the Thugs have 10 gold crowns each.

If a Hero checks the grate (searching, looking for traps), he will hear the sound of running water below and see the glint of gold! There are 10 gold crowns on a ledge below the grate, and a shallow running underground river below. Don't tell the Heroes exactly how much gold is there until they actually get it.

When a Hero lifts the Grate and reaches for the gold, the paws of a skulking Skaven reach up to grab him! The Hero must make a Strength test with a +3 penalty due to the surprise of the attack. If the test is made, the Hero can evade the Skaven, which then dodges out of sight (and cannot be attacked). If a Hero wants to try to get the gold again, he has to take the same risk. If the roll is failed, the Hero is pulled down into the water by the Skaven. Place the chasm section alongside the room, on top of the passage section next to the wall with the grate beside it. The Hero is now trapped between a pair of Skaven – an Assassin and a Night Runner. Place the Hero model in the middle of the chasm section with one Skaven on either side of him. These Skaven have no treasure other than the 10 gold crowns they use as a lure for their trap.

No other Hero can get into this hand-to-hand combat – there simply isn't room (and the leap down is too dangerous). Tell the players this if they want to have a Hero jump down into combat, and if the player insists, his character suffers a dreadfully heavy fall, breaking a leg (suffers 10 damage dice, fights with a -3 penalty to all dice, and needs the Healer to restore the limb). Up to two characters in the room above can use ranged attacks to help the Hero in the combat below; range is counted as 3 squares. It isn't possible for a character in the main chamber to use a *Rat Bag* to trap a Skaven down in the water, nor for someone to throw the bag down to someone in combat in the lower level (if this is attempted the Bag is lost in the water).

Lastly, because the Hero in hand-to-hand combat is waist-deep in flowing water (the sneaky Skaven are used to this!) he suffers a penalty of -1 to his Weapon Skill in the combat.

Rescuing the Hero from the area below the grate is possible when combat turns have ended. A minimum of 10' of rope must be used, and you should use the standard rules for characters rescuing others from Pits. (As long as at least one of the characters holding the rope makes a Strength test, the other character can be hauled up safely.) If no rope is available, the character in the “chasm” can climb out unaided, but this takes three exploration turns, and the character must make three Speed tests. For each failure, the character loses 1 Wound from falling half-way up the wall during an attempt to climb out before he finally succeeds.

LOCATION K

The entire set of four squares here is a Shock trap. If the trap isn't disarmed, it will affect every Hero who passes through this area; setting off the trap does NOT render it subsequently harmless! Heroes can make multiple attempts at disarming it, but each time they fail they will have to suffer the usual damage from a trap of this kind.

A Hero or other character wearing metal armour will receive the usual severe shock (10 damage dice) and the pain is so great that they are forced to move away from this area in a direction of the GM's choice, and not that of the player.

This forced move must take the character away from the shocked squares, but the player is allowed to decide how far the character moves after moving off this area (if any further at all). This can be important if a character is forced to step into this area as part of a combat in and around the doorway of Location J.

It's very hard even to spot this trap for a character engaged in combat. If such a character wants to step into the trapped area while fighting, he will only spot the Shock trap if he rolls a natural 12 on the D12 roll for spotting traps, and he cannot disarm the trap during combat. If a natural 12 is rolled, you can allow the character to spot the trap just before he walks into it. If he then wants to move into the trapped area anyway, so be it!

LOCATION L

This is a Pit trap with some differences from normal. It has been particularly cunningly disguised, so any character must subtract 2 from the D12 roll when attempting to spot it. Also, the bottom of the Pit is filled with corrosive, burning acid. Every turn a character spends here, he loses 1 automatic Wound.

LOCATION M

This Throne Room is occupied by the Bloodthirster and a captive Daemonette. The Bloodthirster gains a bonus of +1 to its Toughness and rolls 1 extra damage dice for each successful hit on a character because of the Daemonette's presence. The Bloodthirster cannot leave this chamber, and if the Heroes are forced to flee it cannot pursue. It will close the door after fleeing Heroes, however.

The Daemonette is magically constrained on the Throne and is surrounded by a magical force field which prevents any model from entering a square adjacent to the throne while the Bloodthirster lives. Also, no spell can affect the Daemonette while she sits on the Throne, and if any spell is cast into the four squares the Throne occupies the spell effect will automatically be reflected on to the Wizard. The Daemonette doesn't act, or react, in any way while the Bloodthirster is still alive.

The Daemonette is freed from her bondage only when the Bloodthirster has been slain, and when one or more Heroes enters the “Death Zone” around the Throne (shown on the map). Then she will attack the Heroes immediately. This counts as a new combat if the Heroes have performed any kind of searching in this room, such as checking for traps and the like. The usual rule about a combat continuing if there are monsters in the line of sight does not apply here.

The Treasure Chest contains 300 gold crowns, a *Cleargem*, a magical *Dagger*, +2 damage dice, and a *Cursed Potion* which will subtract 1 permanently from the Bow Skill of the character who drinks it (tell the players this is a *Potion of Healing*).

There is a secret door in this room as shown, but there is only one way to open it. There is a lever above the Throne which must be pushed up to open the secret door. This means that a Hero must get on the Throne to reach the lever and pull it to open the door. The Throne is tainted with Chaos, and the Hero who stands on it to pull down the lever must roll a D12. No Henchman will stand on the Throne, and cannot be forced to.

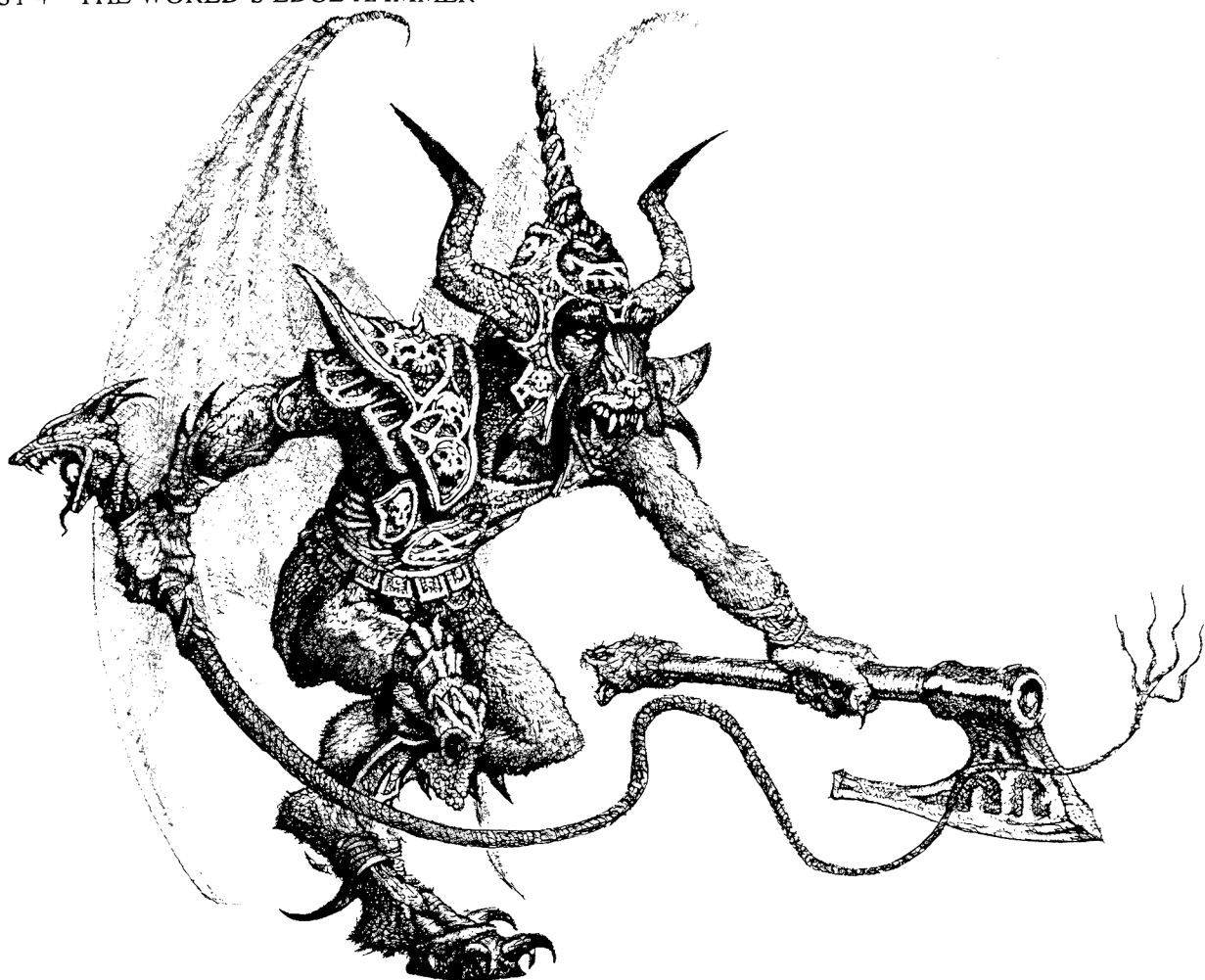
On a D12 roll of 1-2, the character on the throne benefits from a fortunate twist in the warp of Chaos, and can add 1 Wound permanently to his Start and Current Wound scores.

On a D12 roll of 3-8, the character suffers a minor malefic effect from the taint, losing 1-3 Wounds from Current score (roll one dice, divide the number rolled by 4, and round up all fractions).

If the D12 roll is 9 or higher, the character suffers a baneful and permanent draining of his energies from contact with the taint of Chaos. The character loses 1 Fate Point permanently from his Start score, and 1-3 Wounds from his Current score (as above).

Also, when the character steps on to the Throne, a Fireball effect operates on all eight squares of the

TONY ACKLAND



“Death Zone” around the Throne as shown on the map. If any other characters are standing around in this area, they are subject to the usual 5 dice of damage. The character who is actually on the Throne is not affected by this.

LOCATION N (QUEST LOCATION)

Read the following to the players when their Heroes look into this cavern:

You gaze into a warm, steamy chamber with a magical fire burning ahead of you. The room is cluttered with objects – barrels, chests, bones, a whole slew of rocks and stones, and in the middle of the room a pit with a skull and bones – and a dwarven hammer and helm!

A Hero has to be lowered into the pit to get at the Hammer and Helm (this must be the Dwarf if he is alive). The pit is 10 feet deep and only one Hero can enter it (by being lowered on a rope) at any one time. If the party has no rope, the character has to jump (this means one automatic Wound for the jumping character). When the Dwarf (or other Hero) is in the Pit, read the following to the players:

As you reach for the Hammer and Helm to complete your Quest, the cavern trembles with magical energies! The bones in the Pit are joined by others which thrust through the surface of the

burial place and assemble into a skeleton, while the magical fire blazes into a roaring column and flares a wave of searing flame at you as the bones scattered around begin to assemble to fight you!

The Heroes have to face the following enemies in this combat:

- In the Pit, a Skeleton animates to attack. It is tougher than the usual Skeleton, and has Toughness 8 and Wounds 4.
- Around the room, Skeletons animate on the squares shown. These Skeletons are also tougher than most, with Toughness 8 and Wounds 4.
- The magical fire strikes at all Heroes in this cavern within 4 squares (except for the Hero in the Pit) with a wave of magical fire inflicting 5 damage dice per character in its first attack. Every Combat Round thereafter, it fires out blazing lumps of red-hot stone and rock, one per Hero. This occurs before any other actions, movements or attacks during that turn. Roll a D12 for each missile: on a roll of 7 or higher it strikes and inflicts 2 damage dice. The magical fire cannot be put out or countered and it will continue to attack the Heroes until they destroy all the Undead here. If the hit roll for the fiery missile is a 1, the missile strikes a Skeleton, as near as possible to the Hero who the missile missed. It's important to realize that any Hero or Henchman within 2 squares of the door is out of range of these

attacks; it may be a life-saver to get a character out of range of these attacks (if the Death Zones of Skeletons permit, of course).

– Further Skeletons assemble and animate, two per combat turn after the second combat turn in this location. These later Skeletons are of the normal type, with Toughness 7 and 3 Wounds. They appear at the points marked on the map. Skeletons animate continuously at these points every turn thereafter, unless the Heroes destroy all the Skeletons in this location during the preceding turn, then no more will animate within this location.

GETTING OUT

There are two ways the Heroes can get out, either by defeating all the Skeletons (unlikely) or by managing to drag the Dwarf up out of the Pit and staging a tactical withdrawal (much the better option).

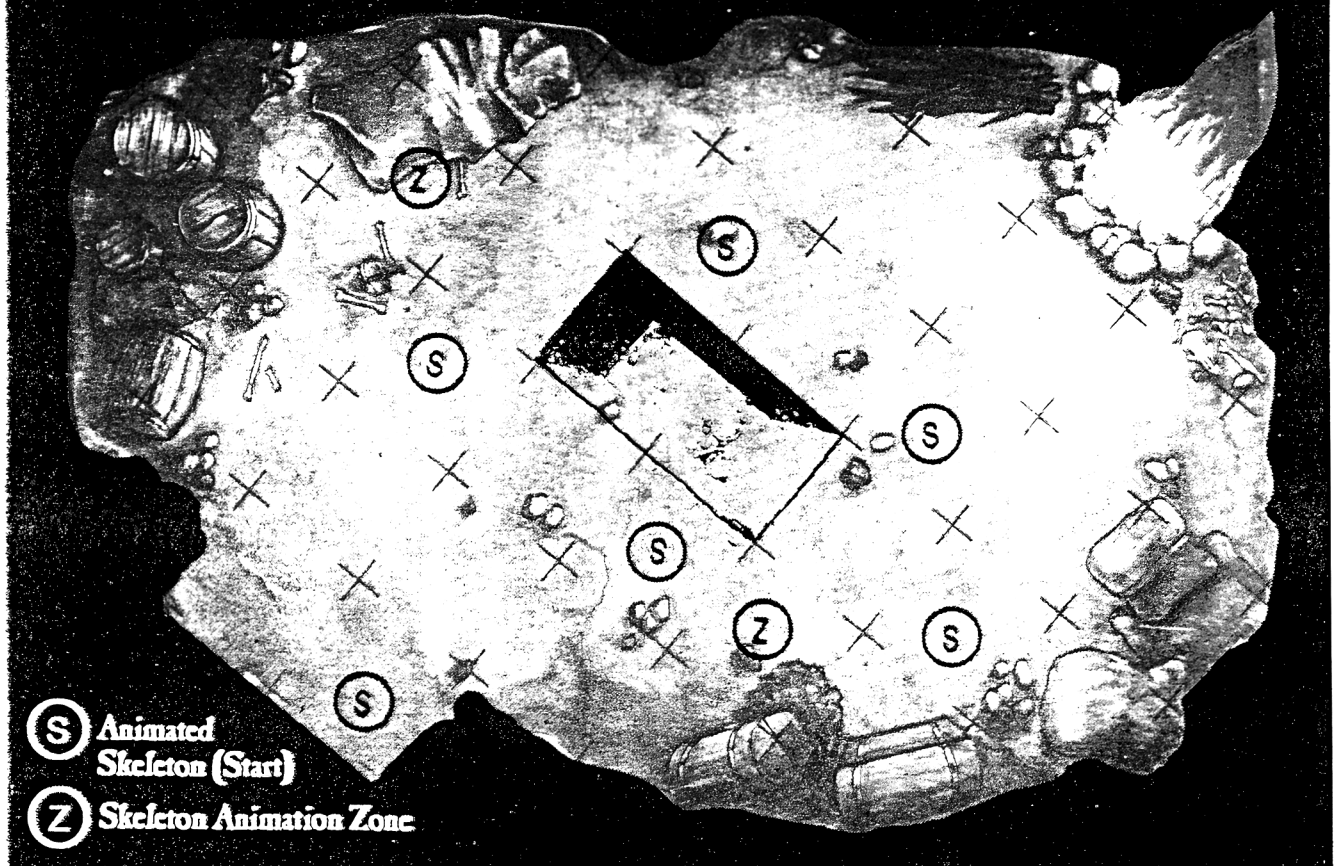
If the Heroes triumph, one of the chests here will contain an extra 150 gold crowns. Otherwise, if they manage to retreat, they have the World's Edge Hammer and a dwarven Helm to boot. The Helm is a standard *Dwarven Magic Helm* (-1 to Bow Skill due to the size of the helm and the way it restricts peripheral vision, and +2 to Toughness), but the Hammer is somewhat more special. Give the players Handout 6 when they obtain the Hammer.

THE WORLD'S EDGE HAMMER

It had taken the old smith three long years to find the right metal, to heat and temper it, to join the metal to the iron-hard wood of its handle, to etch the runes the Dwarven lore master would focus his enchantment upon, and at last he could sit back and contemplate the beauty of his work. Although the mithril of the weapon was heavy and redolent of power, the hammer would fly as swiftly as a bird, and return to the hand that had thrown it firm and true. The smith cradled the hammer in his hands for one last time. Now it was time for a Hero to wield it.

The World's Edge Hammer grants bonuses of +1 to Weapon Skill and Bravery. When it is used as a thrown weapon, the user can add +1 to his Bow Skill, or +2 if the weapon is thrown by a Dwarf. The weapon user rolls 6 damage dice for a successful hit. The weapon can be thrown to strike, and return to the hand of the thrower, in a single combat turn, ready for use as a ranged weapon or in hand-to-hand combat the following turn. If used by a Dwarf, it inflicts a critical hit on a roll of 11 or 12. The Hammer is a one-handed weapon, so it is possible to use a shield when using it. Lastly, if a Dwarf Hero manages to take the Hammer out of the dungeon while alive, he gains a bonus of +1 to his Start Strength score.

Quest Location: The World's Edge Hammer



THE FINAL BATTLE

When the Heroes return from acquiring the hammer, read the following to them:

You see that Felspraag is now home only to a few score badly wounded warriors recovering from their grievous injuries, and a few acolytes of the Temple of Shallya caring for them. Virtually every able-bodied man is away in the Baron's army, for the final apocalyptic battle against the Lichemaster's forces. To your dismay, you realize that it will not be as easy for you to find the help and equipment you might need for the final stage of your epic quest!

The following changes apply to the usual rules for *Between Adventures*, and they apply to the whole adventure, irrespective of how many expeditions are made:

- The Heroes can buy no more than two *Potions of Healing*. No more are available.
- The Wizard can only purchase up to six Spell Ingredients. No more are available.
- The Heroes can only find and employ two able-bodied Henchmen: one Man-at-Arms and one Sergeant. Both men are Tilean mercenaries and demand 25% above the usual rate of pay!
- The Wizard cannot find anyone with the time to teach him any new spells if he wants to learn one. There simply isn't the time, and there aren't any Wizards left in Felspraag anyway. They're all off fighting, and have no time to teach any spells to the Wizard Hero.

When the Heroes are ready to set off for the final stage of their quest, read them the following (this is also reproduced as Handout 7 which you should give to the players, so you can have one of them read this if you wish):



COLIN HOWARD



COLIN HOWARD

You set off after the Baron's army, following them with ease – all you have to do is to ask one of the stream of walking wounded heading back from the battlefield. They stare at you with mad, haunted eyes and stumble away when you try to speak with them. You march past scores of such wretches, and finally come to the edge of the battlefield. Hundreds of men lie wounded and dying, and their comrades in arms are trapped by a circling force of Undead, Skeletons amassed as far as the eye can see in this hilly terrain. Only sheer willpower and a refusal to give in keeps the Baron's forces from being swept aside by a torrential avalanche of Undeath.

"There," croaks Johann the Wizard as he stumbles across to talk to you. "See the cave entrance? It was concealed by magic, I have only just detected and uncovered it". The dying Wizard coughs blood into a heavily-stained cloth. "The Lichemaster is below. You are our only hope now. I have also seen that the only way to his inner sanctum lies with a magic circle which must be completed and taken to a circular chamber. There is a Jewel somewhere in the upper level of the dungeon which completes the Magic Circle. When the Circle is finally centered in the circular chamber, you will be drawn to the lair of the Lichemaster, so take great care before you do this. Be as strong as you can for the final conflict!"

The end of your quest, endless glory or a wretched death, is upon you. Which will it be, death or glory?

CAVERNS OF THE LICHEMASTER

For this dungeon, both the upper and the lower levels are completely mapped. Once the Heroes have been teleported to the lower level, there is no return to the outside world until they have slain the Lichemaster or perished in the attempt, since the only exit from that lower level is in the Lichemaster's lair.

Both levels are occupied by the servants of the Lichemaster. He has Undead creatures with him, and his eternal servant Orlock the Vampire commands the Undead of the upper level from his dismal, ghoulish crypt. The Chaos Lord Joachim Masreik and his retinue are also in the Lichemaster's thrall, the Chaos Lord having been promised the eternal existence of Undeath in return for his services. Skaven trapped in magical stasis, and magical skulls, add to the formidable defences of this lair.

This final dungeon uses a wide range of tricks and traps to give the Heroes a very tough time during this adventure. This is as it should be; the Heroes will have plenty of Fate Points to burn and they should be put under real pressure here.

BETWEEN EXPEDITIONS

If the Heroes are sensible, they'll certainly take more than one expedition to complete their quest (once they enter the lower level, there's no way back until they've killed the Lichemaster). Between expeditions, the Heroes can rest and regain Fate Points and Wounds as normal, but they will only be able to get the most basic equipment. They can not do any of the following: do any training (no time), learn any spells (no time), buy any Spell Components (none available other than the initial ration of six), hire any Men-at-Arms or replace any Henchmen (none are available), or see any Healer (the Healer is too busy helping the terribly wounded on the battlefield; if a character has been wounded by a Mummy, that's too bad!). They can buy armour, weapons, and other equipment (apart from spell components).

TREASURE

Apart from the Chaos Lord, the monsters in the dungeon don't have much treasure. The Lichemaster has the bulk of the "group Undead treasure" in his chamber.

SPECIAL EFFECTS AND MAGIC ITEMS

Several of the rooms and passages in the dungeons have special effects on creatures in them due to the growing magical power of the Lichemaster. The GM must apply these effects strictly against the Heroes and their Henchmen! These effects are sometimes



"visible" to the players (such as the grave dust which comes from the ceiling in passages E1 and E2). When room descriptions contain clues concerning such effects, be sure to describe these to the players.

Similarly, some of the monsters here wear special magic items which are individually made by the Lichemaster's foul and Chaos-tainted magic. The special effects of these magic items are fully specified. They cannot be used by Heroes or Henchmen, and if any character attempts to use such an item (putting an Amulet around one's neck, a Ring on a finger, etc.) the character automatically loses 1 Wound per turn until the item is removed.

STRENGTH DRAINS

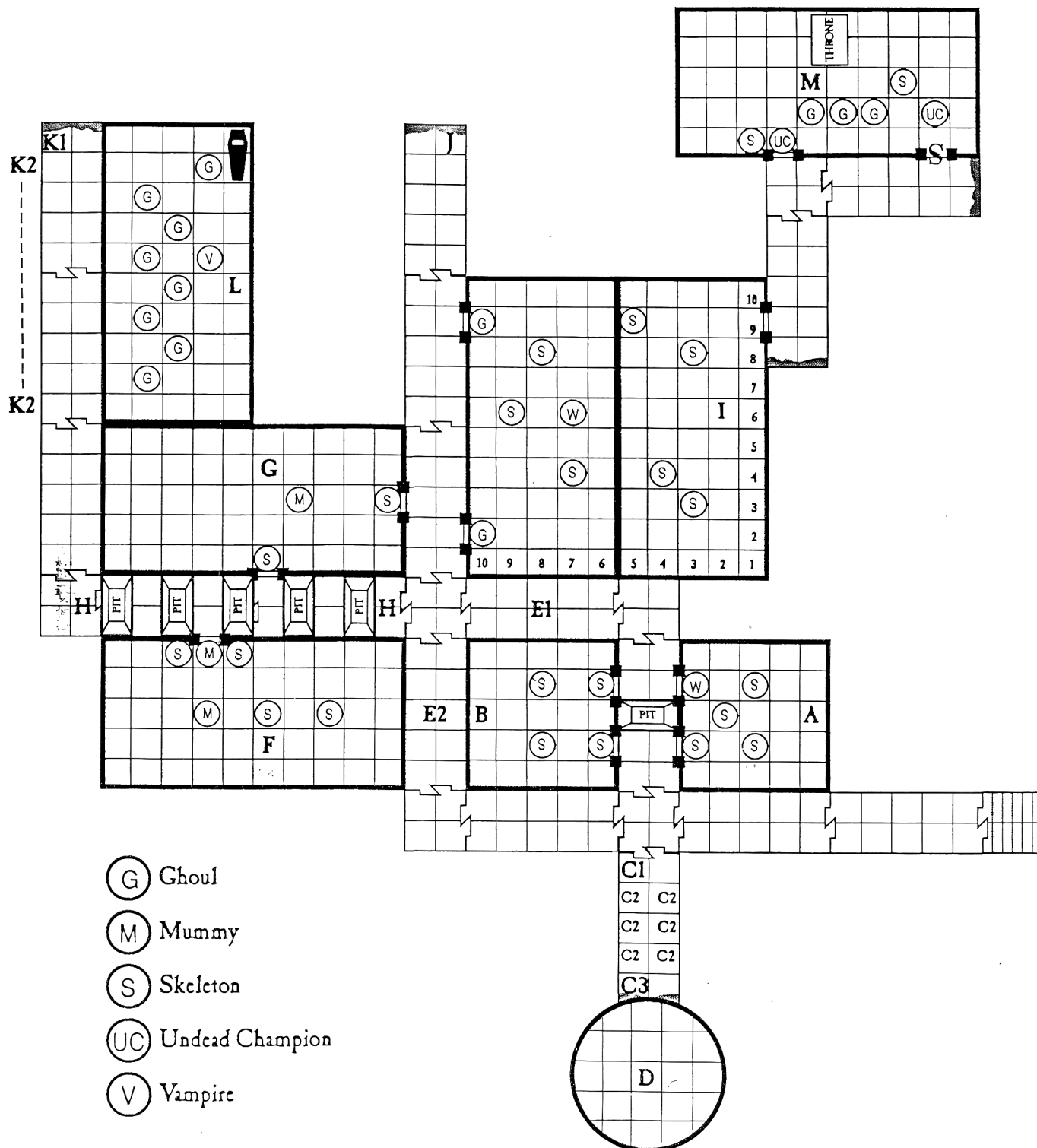
The Wight and Vampire both inflict Strength Drains. If a character suffers a Strength Drain, subtract 1 dice from hand-to-hand combat damage for each point of Strength Drain inflicted. Don't forget that Strength Drains apply for the entirety of an expedition!

REACHING THE LOWER LEVEL

There is one, and only one, way of doing this (and the Heroes have been given important information by Johann the Wizard which helps them figure out some of this). The Magic Jewel possessed by Orlock the Vampire must be taken from his crypt (Location L) and used to complete the Magic Circle in Location M. Then, the Circle must be taken and laid in the centre of the room in Location D; that (circular) room then teleports to become Location A in the lower dungeon level.

Quest Map 5

The Lichemaster, Upper Level



QUEST LOCATION MAP KEY: UPPER LEVEL

LOCATION A

This chamber contains a Wight and 4 Skeletons. Read the following to the players when they enter here:

The shrivelled and malefic form of the Wight which confronts you has a burning greenstone amulet about its throat. It shines with a baleful magical intensity which is mirrored in a green glow in the eyes of the skeletons around this dismal chamber!

Until the Wight is destroyed, the Skeletons here are treated as *Regenerating Monsters* and they will even reform after death (when their Wounds total rises above zero the bones reform and the Skeleton jumps up to attack once more). The Wight has 30 gold crowns, but there is no other treasure.

LOCATION B

This chamber contains merely 4 Skeletons, identical to those in Location A (and these too have green-glowing eyes and are *Regenerating Monsters* until the Wight is destroyed).

Locations A and B

If the Heroes are just fighting in one chamber, the monsters in the other chamber will open the doors and emerge to fight on the following turn. Skeletons will always attack the nearest target (choose randomly if there are two equidistant) but the Wight is evilly cunning and will try to get at the most vulnerable Hero: preferably the Wizard, failing that the Elf (it won't bother attacking a Henchman if it can get at a Hero).

LOCATION C

Read the following to the players when they look into this area:

Just past the entranceway to this dead end, the passage is lined with carved stone heads and hands which protrude from the walls. At the far end the motif of a hammer seems to be etched into one wall, but you cannot make out any details from where you stand.

This passage is a complex one. At C1 there is a simple Spike trap. Then, the squares in area C2 are highly dangerous. The stone hands here can attack any character passing through. Make a Speed test to get through C2 in one turn, if this is failed the character automatically needs two turns to get past the forest of hands which grab at him. The hands have Weapon Skill 8 and a hit inflicts 4 dice of



damage. It isn't possible to destroy these hands; hand-to-hand combat is useless since there are literally hundreds of them, missile fire is likewise a waste of time (and any arrows fired against the walls are automatically destroyed). If a character stops to attack the walls hand-to-hand, he suffers a +2 penalty (add +2 to the D12 roll) on his Speed test to get past area C2 with his movement in the same turn.

At Location C3 there is a section of wall which has the icon of the World's Edge Hammer etched on it (and the Heroes will be able to see this clearly when they get to this location). The wall is thin here, and can be broken down by the World's Edge Hammer if its owner strikes the wall with it and makes a successful Strength test. If the test is made, the wall section falls away to reveal Location D beyond. If the test is failed, the wall trembles and shakes but doesn't give way: tell the players that "the wall seems almost ready to cave in but has not yet been destroyed". Repeated strikes can be made, one per turn. If any other object is used, the Strength test is made with a +7 penalty to the D12 roll.

LOCATION D

This room is the only way of getting to the lower dungeon level. As soon as the Magic Circle (Location M) is placed in the centre of this room, the whole room teleports (with everyone inside it) to become Location A in the lower level! Location M gives details for the Magic Circle. When the Heroes bring the Magic Circle to this location, read the following to them:

The hovering Magic Circle slowly drifts towards the centre of the room, irrespective of anything you may be doing here. You feel a powerful influx of magical energy within the room as the Circle spins towards the centre, and you guess that it must form some magical link between here and the realm of the foul Lichemaster himself! But you suspect that link may be short-lived. What will you do?

Ask the players what their Heroes are doing. So long as they are in the room, they will be safely teleported to the lower level. If anyone is outside, then that's the end of the adventure for that character. Give the players a fair chance to make sure their characters are in the room, but if not, they've blown their chance for glory.

LOCATIONS E1 AND E2

These passages have the same effect. When Heroes walk along either of them, heavy grey bone dust falls from the ceiling, which is slightly porous and has bone shafts, femur heads and the like protruding from it. This grave dust is debilitating to any character passing along it. Anyone struck by grave dust (and it can't be avoided by putting a shield over one's head, nice try though!) must make a Toughness test. If this is failed, the character has a -1 penalty to Toughness until the next combat is finished (however long it takes to get to the next combat turn, and however many combat turns there are in that combat).



TONY ACKLAND

LOCATIONS F, G AND H

This is a dangerous set of locations. Location F contains two Mummies and 4 Skeletons, Location G contains one Mummy and 2 Skeletons, but when either door to either location is opened from the outside, all five covered Pits in Location H will open up. Any character standing above a Pit when it opens loses 1 Wound from being dropped 10 feet down and finds himself fighting a Skeleton in the pit. If two characters are dropped down the same Pit, there is still one Skeleton per character to attack them (you may find it easiest to put one of the characters in a separate Pit counter beside the other, or else models will get very crowded indeed). Each time a character falls into a Pit, a new Skeleton animates to attack that character. These Pits cannot be detected by a Spot Traps roll, so don't allow the Heroes any chance of finding them.

If a Hero wants to get out of a Pit, he must make a successful Speed test to do so. If another character lets down a rope to help that Hero up, the Speed test is made with a -2 modifier to the D12 roll (or the character letting down the rope can make a Strength test if he prefers; the player is allowed to choose). Likewise, a successful Speed test (with a -2 modifier to the D12 roll; the Pits are not as wide as a Chasm) must be made to jump over a Pit (and only one Pit can be jumped per turn).

If a character fighting in the passageway is struck a Critical Hit by a monster, he must make a Speed test or be knocked into the nearest Pit. Any character falling into a Pit he is trying to jump, or knocked into a Pit by a monster, loses 1 automatic Wound. Standard rules can be applied for getting out of Pits, with or without aid from other characters.

LOCATION I

This is extremely dangerous! The doors to this location do not open from the outside. Instead, any character touching either door is simply teleported to a random square within Location I (which is a VERY large room, formed from two Large Rooms placed side by side). Roll two dice to determine the row and column where the character appears as shown on the map (ignore any D12 rolls of 11 or 12, and reroll them). If the character would appear in a square occupied by a monster, he suffers an automatic Wound and can be placed on the GM's choice of square next to that monster.

Only one character can be teleported into this Location through each door per turn. If the Heroes only try to get in through one door, don't just tell them that the other door will actively teleport characters in here too, let them find that out for themselves. Lastly, if a character inside this location opens a door to let others in, they can move normally into this room. The Wight here has 100 gold crowns, but the other Undead creatures have no treasure.

LOCATION J

There is a simple Blocks trap at the end of this passage.

LOCATIONS K1/K2

There is a Shock trap at the end of this passage (K1), and when this is triggered or disarmed the entire section K2 simply disintegrates to a depth of 10 feet, dumping any character standing in section K2 down into an identical section of passageway alongside an unwall crypt (Location L below). Any character dumped down, or jumping down, into the lower passage section suffers 1 automatic Wound. A character can be lowered down safely by another one holding 10 feet of rope in one turn (but has no other move that turn).

LOCATION L

This is the crypt home of Orlock the Vampire, with his entourage of Ghouls. This crypt is also occupied by a flock of Bats. The Bats can be disposed of in the usual ways (Greek Fire, a Screech Bug, or by Fighting it Out against the Bats). However, while the Bats still survive, the Heroes suffer a -1 penalty on all Weapon Skill rolls and a -1 penalty on all Bow Skill rolls. If Greek Fire is used to get rid of the Bats, it doesn't affect the other monsters here.

The Vampire's coffin is trapped. It has two Poison Dart traps and both must be spotted and disarmed for opening it to be absolutely safe unless it is opened from inside – see below. The coffin contains a vial with 2 doses of *Fire Dust*, a Magic Jewel (needed for completing the Magic Circle in Location D), 200 gold crowns, and 12 arrows.

If Orlock the Vampire is reduced to zero Wounds or below, his body will crumple and disintegrate, but on the following turn it reforms within his coffin, where he will regenerate 1 Wound per GM phase (Orlock is not slain when he reaches a Wounds score below zero). Orlock can open his coffin and emerge to fight at any time after his Wound total regenerates to 1 or higher. The GM should bring him back into the fray as late as possible, when he's regained a good amount of his strength. To finally kill Orlock, the Heroes must drive a weapon through his heart as he lies with his body reforming inside his coffin. The weapon can be withdrawn safely afterwards without the Vampire coming back to (Un)life.

LOCATION M

The effects of the Throne on the creatures in this chamber is dramatic: they all gain bonuses of +2 to Weapon Skill, Wounds and Toughness so long as any of them remains alive (it is not necessary for any Undead creature to be seated in the Throne here). Any character foolish enough to sit in the



Throne loses 1-4 Wounds (roll one D12, divide by 3, round fractions up) each turn he remains in it.

The Undead Champion nearest the secret door here will open it to attack the Heroes from the passageway if it can.

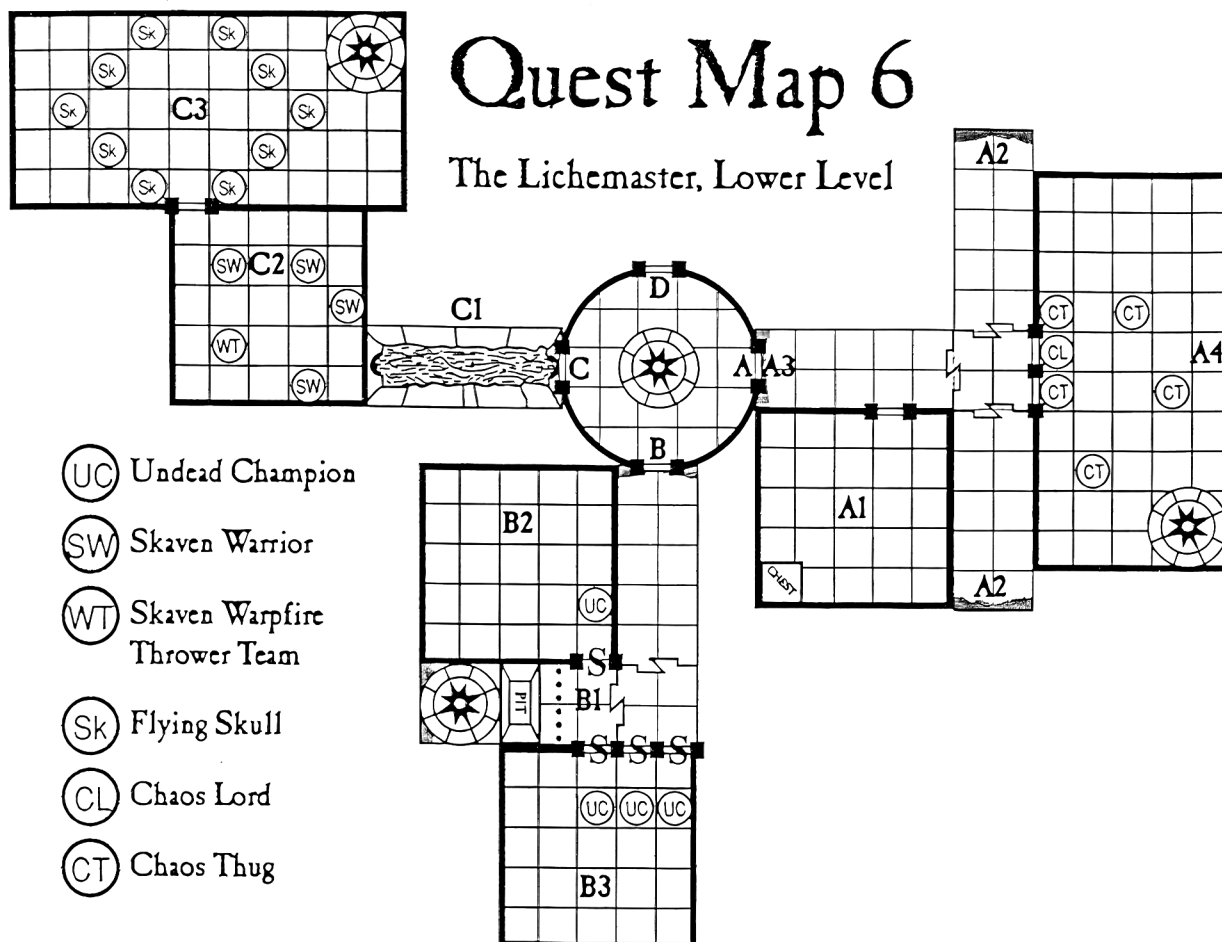
The Magic Circle here is a spinning wheel in mid-air. It cannot be taken from here until all the Undead here have been destroyed and the Magic Jewel from Location L is placed in the middle of it, where it will spiral around the mid-point of the Circle. It then whirls in the air and follows the character who placed the Jewel within the Magic Circle. If taken to Location D, it automatically settles in the centre of the floor there. If the Heroes decide to leave it behind and exit the dungeon, so they can recuperate, the Magic Circle will remain spinning at the bottom of the stairs until they return.

QUEST LOCATION MAP KEY: LOWER LEVEL

THE DOORS AND THE SKULL

Place the circular room with the symbol facing as shown in the map layout. Read the following to the players when the room has teleported here:

In a strange magical flux the entire room shimmers and the gem in the middle of the circle changes. To your horror, it transforms into a skull with eye sockets in which a very weak red glow is just discernible. The Skull grins balefully at you, as if mocking your attempts to overcome its infernal master, the Lichmaster. The room itself seems to stabilize, and four doors appear around it.



Place the four doors as shown on the map layout. How these work is as follows: Door D cannot be opened until the Skull is taken by the characters to each of the three Magic Circles (in locations A, B, and C). Each time the Skull is taken to a Magic Circle and placed in the middle of it, the red glow in the sockets grows stronger. It does not matter in which order the Skull is taken into the three Magic Circles, but it must be carried by a Hero (a Henchman will absolutely refuse to carry it!) at all times. The following effects occur with the Skull during this final adventure:

- After it has been placed within one Magic Circle, the Hero bearing the Skull loses 1 point from Current Toughness.
- After it has been placed in a second Magic Circle, the Hero bearing the Skull loses 1 point from Current Strength.
- After it has been placed in a third Magic Circle, the Hero bearing the Skull loses 1 point of Weapon Skill (Start and Current).

These baneful effects will be undone when, and only when, the Heroes have completed their epic quest by destroying the Lichemaster. Different Heroes can carry the Skull into different Magic Circles. The Skull can't be destroyed before it reaches Location D. Blows or missiles aimed at it simply appear to pass through it, and any spells

directed against it will automatically rebound on the spellcaster. These effects end as soon as it reaches Location D, where the transformed Skull will have to be fought.

LOCATIONS A1-A3: DEN OF THE CHAOS LORD

Location A1: Hazard

This is a simple Hazard chamber. At the square marked is a Treasure Chest, but the room is also covered in Mould. The Treasure Chest is a magical illusion, and the Heroes can detect this if the most intelligent one rolls a D12 below half his Intelligence score. If this test is failed, the Chest won't be detected as an illusion until it is actually touched, when it disappears at once.

Location A2/3: Portcullises

When the door(s) to Location A4 are opened, a Portcullis slams down at the dead end of each passage. At the end of each GM phase afterwards, a Portcullis then slams down one square further along the passage (place the Portcullis markers one square further along). The two Portcullises here stop at the end of the passage section.

The Portcullises in Location A3 are different. The first of these falls one turn after those in Location A2.

These Portcullises also fall one square further along each GM Phase, but they fall all the way up to the doors to Location A4! This means the Heroes must be all into Location A4 within eight turns of opening the doors to A4 at the latest. It may be necessary for the Heroes to burn up some Fate Points to turn missed hit rolls in combat into hits for them to be able to escape the Portcullises. Any character underneath a Portcullis when it drops is instantly killed unless they use a Fate Point to avoid their doom!

Location A4: The Chaos Lord

The Chaos Lord here wears a suit of vile Chaos Plate Armour which shimmers and distorts space around itself. In hand-to-hand combat blows can be aimed normally, but all ranged weapon fire at a -3 penalty on hit rolls. The Chaos Thugs are armed with Short Bows (each with 6 arrows).

The Treasure Chest here contains 180 gold crowns, and a case bearing 4 *Bolts of Sure Striking*.

LOCATIONS B1-B3.

THE CHAMPIONS OF THE UNDEAD

Location B1 is a complex and dangerous area. The "Portcullis" is made of bones and has Weapon Skill 9, Toughness 10, and 8 Wounds. It cannot be affected by any non-magical weapons. Beyond the Portcullis is a covered Pit trap, which can't be searched for or found until the Portcullis is destroyed. This Pit has savage sharpened spears in the bottom of it, and any character falling in automatically suffers 1-4 Wounds. Roll one D12 and divide by 3, rounding fractions up. Subtract 3 from the D12 roll if the character is wearing metal armour.

When the Portcullis is attacked here, all the secret doors open simultaneously by a magical triggering effect (any the Heroes haven't found). The Undead Champions behind them will attack the Heroes from Locations B2 and B3, gaining +4 on their surprise dice.

LOCATIONS C1-C3:

THE SKAVEN AND THE SKULLS

Location C1: The River

Location C1 is a stretch of underground river. Measure the distance along it by placing a passage section alongside it; a character can only move at half normal rate along the river, and it is impossible to run along this section. Characters entering here are, of course, subject to attack from the Warpfire-Thrower team in Location C2.

Location C2: Skaven Chamber

The Skaven Warpfire-Thrower team here, trapped in stasis until the Heroes open Door C, are very tough: they have Weapon and Bow Skill 8, Toughness 8, Wounds 5 (and Bravery 9). They are also treated as a *Regenerating Monster*. They will regenerate after their Wounds score goes below zero, as well, as long as there is at least one other Skaven undestroyed in this room.

The other Skaven here, likewise released from stasis, are treated as ordinary Skaven Warriors with the following alterations: Weapon Skill 8, Toughness 8, Wounds 4 (and Bravery 10). These are not regenerating, however.

Location C3: The Flying Skulls

The Skulls in this room can be represented by using the Monster Wound Counters and placing them as shown on the map. The Skulls have the following profile: Weapon Skill 8, Toughness 8, Speed 12, Wounds 2. They are *Fearsome Monsters*. They can fly by magical levitation, and they not only ignore Death Zones, but they can fly over one character in a movement phase (by simply flying over his head). A Skull can occupy the same square as a Hero (the counter can simply be placed against the character model on its base), but only one Skull can occupy one square at any given time.



THE BATTLE WITH THE LICHEMASTER

LOCATION D: FINAL QUEST LOCATION

The Heroes reach this room by having taken the Skull through the three Magic Circles and then touching the door noted. As soon as any one of the Heroes touches this door, the entire group of Heroes and any other characters with them are teleported into the Lichemaster's lair. Roll a D12 to determine on which square each character arrives (as shown on the map of the Quest Room). No two characters can land in the same square. If a later roll duplicates an earlier one, place the arriving character on an adjacent square further away from the central Fire Pit.

If a model arrives in one of the squares 1, 3, 4, 8, 9, 11 or 12 it suffers no damage. A character arriving in one of the squares 2, 5, 7 or 10 has arrived fairly close to the Fire Pit and suffers 1 automatic Wound. A character arriving in square 6 has been dumped straight into the Fire Pit and must spend one full turn clambering out. Roll 10 damage dice for the character during this turn, but no Speed test is needed to get out of the pit.

The map shows how the initial forces should be placed here. The Lichemaster is initially invisible, and cannot be seen by the Heroes. Do not place his model in the room when the Heroes are teleported into it during the first turn. Only when the Lichemaster makes his first attack will he become visible to the Heroes, and only after this attack should you place him on the board.

The Skull also teleports into the Quest Room, into the same square as the Hero who is carrying it. It animates immediately, and suffers no damage from the Fire Pit. The Skull flies by magical levitation,

ignores all Death Zones when it moves, and can fly over one character in a movement phase. It has Weapon Skill 8, Toughness 8, Speed 12, and Wounds 4, and counts as a *Fearsome Monster*. It can cast the spell *Flight* once during the coming combat.

There are several special effects applying in the Lichemaster's cavern which you should study very carefully. Be sure that you apply all these special effects during the combat to give the Heroes a really hard combat here.

General Effects

All Undead in this chamber gain +1 to Wounds, and +1 to Toughness until the Lichemaster is destroyed. These bonuses are included in the Lichemaster's unique profile shown on his Monster Reference Table.

The Spike Wall

It is only possible for one character to get past the Spike Wall and attack the Lichemaster in hand-to-hand combat, occupying the square shown. However, it's very hard to get past the Spike Wall and any character doing this risks sustaining serious damage. To get past the Spike Wall a character must make a successful Strength test, adding +3 to the number rolled on the D12.

A failed attempt to get through the wall means that the character suffers 4 dice of damage; a successful attempt means that the character suffers 6 dice of damage, all with +1 on the damage dice rolls. This applies to getting through the Spike Wall in either direction.

The Spike Wall also provides a nearly impenetrable barrier against missile fire. Any ranged weapon attacks with non-magical missiles have a penalty of -6 here (to get a hit, a character must roll 6 higher than the usual hit roll). Magical missiles have a penalty of -3 to hit rolls.

The Throne

When the Lichemaster is on his Throne, he is treated as a *Regenerating Monster*. He is also allowed a bonus of +2 to all dice rolls he makes to avoid the effects of spells cast at him (which he has due to his *Ring of Magic Protection*).

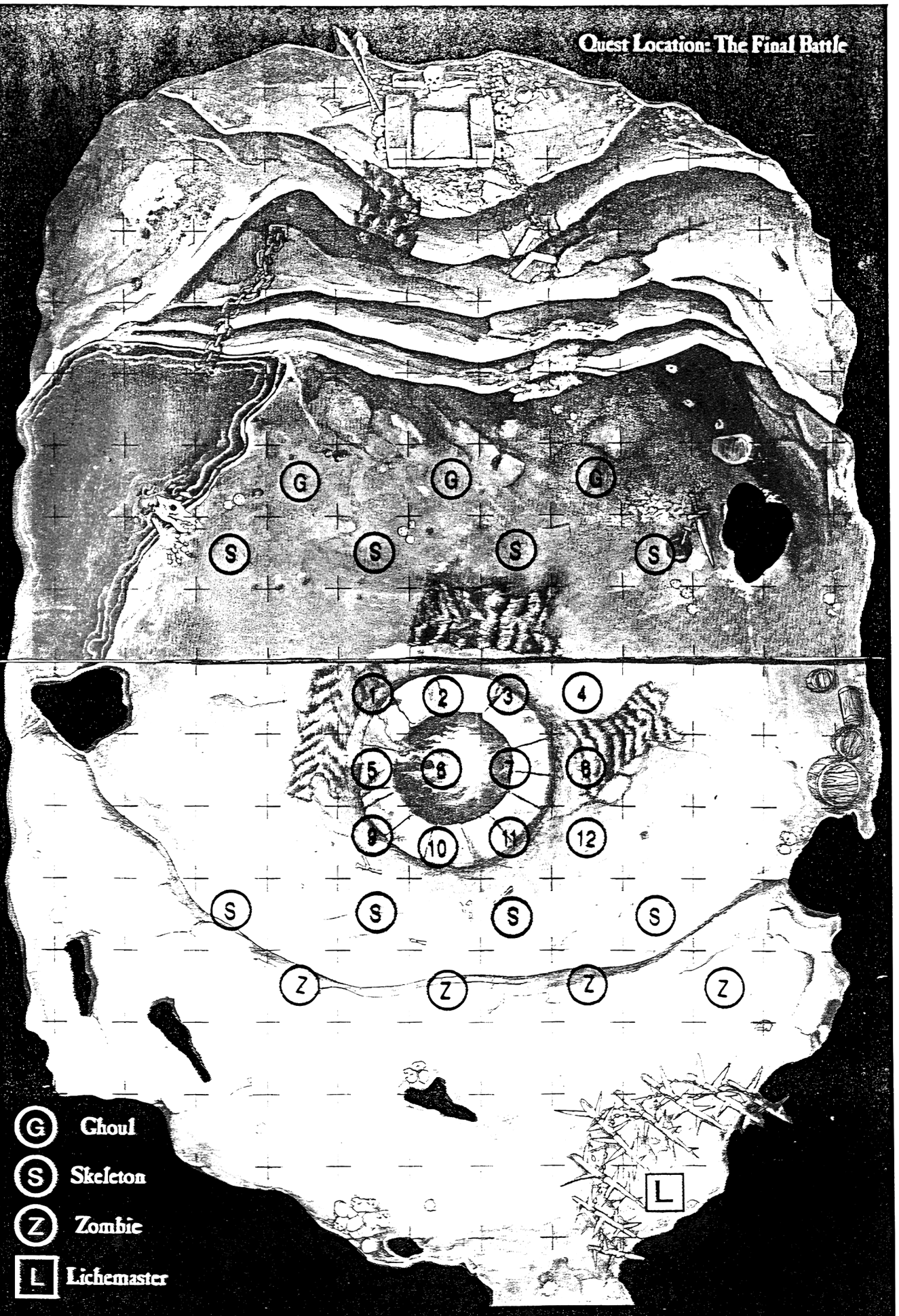
Steps to the Throne

The three rows of squares in front of the Throne are treated as Step Squares. They are affected by a powerful, special magic which makes movement very difficult. Any Hero or Henchman on these steps can only travel 1-3 squares per turn (roll one D12, divide by 4, round fractions up) irrespective of his Speed score. If the character has a magical *Ring of Speed*, he can move an extra square (only one, irrespective of the Level of the magical ring).



PETE KNIFFTON

Quest Location: The Final Battle



THE LICHEMASTER

WS	BS	S	T	Sp	Br	Int	W	PV
9	6	7	10	9	10	10	8	-

HAND-TO-HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	2	2	2	3	4	5	6	7	8	9	10	4

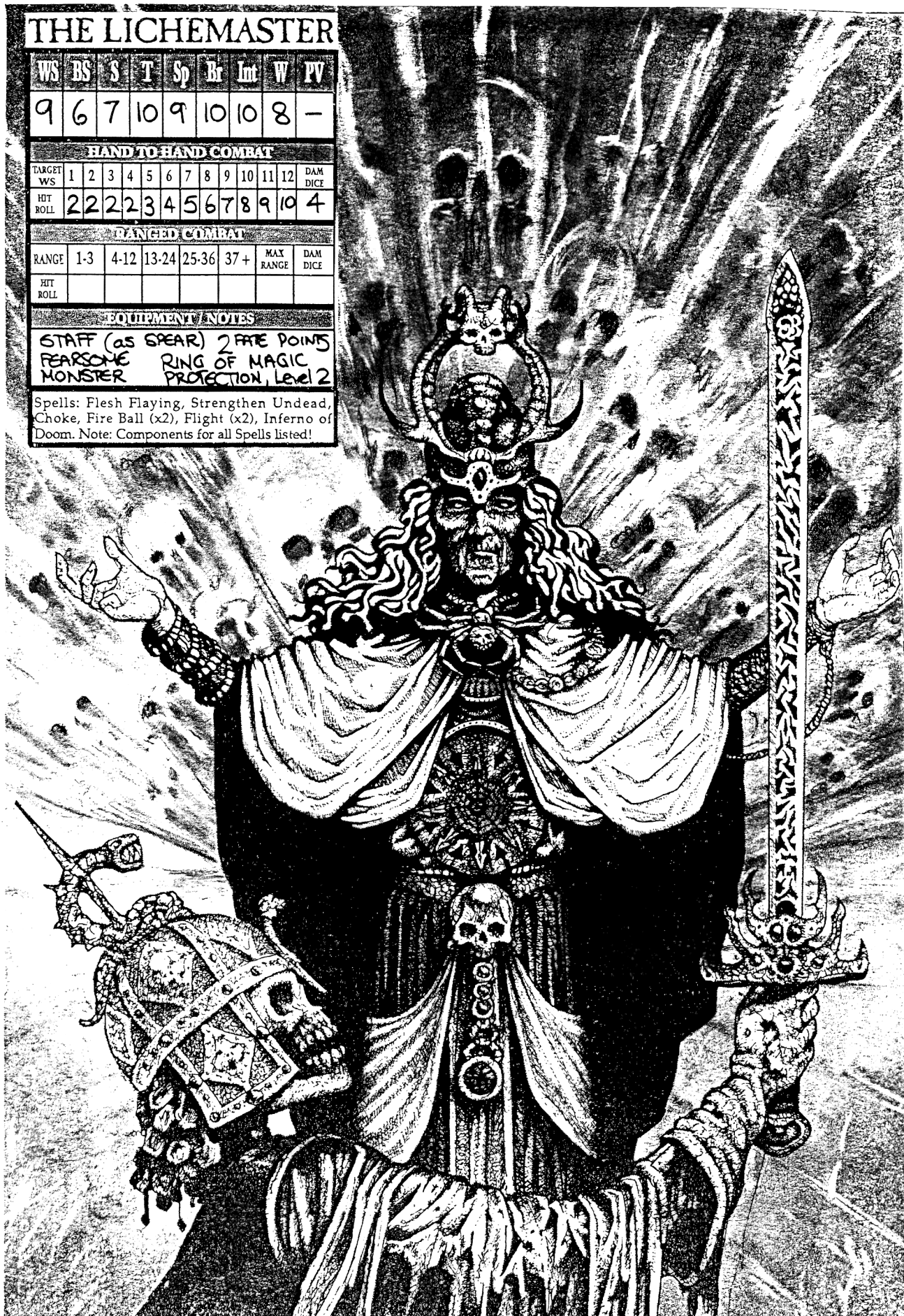
RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES

STAFF (as SPEAR) 2 FATE POINTS
 FEARSOME RING OF MAGIC
 MONSTER PROTECTION, Level 2

Spells: Flesh Flaying, Strengthen Undead, Choke, Fire Ball (x2), Flight (x2), Inferno of Doom. Note: Components for all Spells listed!



The Chain in the Pool

This Chain can strike at any Hero within three squares of its anchoring in the rock (this is shown on the map). The Chain has Weapon Skill 8, Toughness 9, and Wounds 4, and it cannot be affected by non-magical weapons. It can only strike one character per round, but it ignores all Death Zones when it moves through the air and can strike at the GM's choice of model within its range.

The Pool

The Pool is full of steaming acid. Any character in the Pool suffers 10 damage dice per turn (but can escape in one turn). Any armour other than magical metal armour (chain, plate, etc.) will be dissolved in a single turn! Non-magical weapons, shields, and helms will also be destroyed in a single turn. Hopefully no character will be stupid enough to walk into the Pool, but with his *Flight* spells the Lichemaster (and also the Skull the Heroes bring here) will certainly force a model to run into the Pool if possible!

The Lichemaster's Teleporting

The Lichemaster is allowed to make three Teleporting moves during the combat here. With a Teleport move, he can transport himself from any one square in this chamber to any other. Usually, this means moving from behind the Spike Wall to his Throne (to regain Wounds by regeneration) and back again (to escape when Heroes have got close enough to his Throne to attack him hand-to-hand).

Fate Points for the Lichemaster

The Lichemaster's Fate Points should be used very carefully. Always keep his last Fate Point to avoid a killing blow. One Fate Point may, if you wish, be expended to allow the Lichemaster and his forces to act (move, attack) before the Heroes and Henchmen during a combat turn.

REFEREEING THIS COMBAT

As GM you have one goal here – to kill those Heroes! Don't pull any punches, because they won't. Use the Lichemaster's spells well. Hit at the weakest characters with your fire-based spells and drive Heroes into the acid pool or fire pit with *Flight* spells. Hit them with *Inferno of Doom* straight away when you're invisible, so they won't be able to avoid your attack (unless the cunning players spread out fast).

Use your *Choke* spell fairly early, to force a Hero to give up a Fate Point to avoid death. Use the *Flesh Flaying* spell on the character with the least Intelligence, who will find it hardest to avoid the effects. Be sure to use the *Strengthen Undead* spell very early (probably as your second spell, or even as your first if the Heroes spread out too much to make an *Inferno of Doom* a good first option), because this adds considerable combat punch to

your servants. Make sure that if the Heroes triumph, they have to sweat blood for their success!

TREASURE

If the Heroes manage to survive this combat, they can obtain the following treasures from around the Lichemaster's throne and in the untrapped Treasure Chest close by:

- A total of 800 gold crowns.
- The magic items owned by the Lichemaster which have not been used up by him (if any).
- A magical *Dagger*, +1 damage dice.
- A magical *Shield*, *Arrow Catcher*.
- A *Potion of Healing*, a *Potion of Prowess*, and a *Sublime Potion of the Supreme Alchemist*.
- A small casket with six rubies. Five of these are simple gems worth 60 gold crowns each, but the last is a magical *Fire Ruby* with 7 usages remaining in it.

THE WAY OUT

The exit doors cannot be opened while any Undead remain undestroyed in this chamber. If the Heroes survive to open them, and climb the stairs which lie immediately beyond, read the following to the players:

You drag yourselves wearily up the seemingly endless stairs to the light beyond. Your eyes accustomed to subterranean gloom, you wince at the brightness of the light in the world you step back into. There is the Baron's army, wide-eyed in amazement as their skeletal foes simply fall into dust all around them, hardly daring to believe that they will survive this horror after all. Then the cry goes up as they see you, and the soldiers throng about you with congratulations, questions, wonderings and astonishment. There is a great tumultuous cheer, and a chant slowly breaks out: "All Hail The Conquering Heroes!"





GAMES
WORKSHOP

Player Handout 2

THE SWORD OF THE FLAMING HEART



"It is a beautiful blade", the wizard whispered softly, "worthy of such enchantments as it will take. It grieves my heart that much of its power will be lost in its first meeting with the dire Lichemaster, but when they meet again what remains will surely be sufficient..."

The blacksmith nodded. There was not an imperfection anywhere in the weapon. While he knew nothing of magic, he knew what made a true and keen edge, and he took pride in his skill and creation. He looked over the blue steel of the blade and the strange vein of red magical metal which almost seemed to undulate, like a snake, along the edges. The fire of the forge which created it now lay within the sword itself, and it was ready for its purpose...

This Sword of the Flaming Heart adds 1 extra damage dice, and +1 to all Wound rolls, when it is aflame. Any Mummy struck by it is slain immediately. Trolls cannot regenerate Wounds caused by the sword. If it is used by a Warrior Hero or Captain Henchman, it also increases Strength by 1 point and Bravery by 1 point (these last three bonuses do not apply if an Elf or Dwarf Hero uses the sword). If the Sword is taken from the dungeon by a living Warrior Hero, that Hero gains an increase of 1 to his Start Wounds characteristic.

Player Handout 3

Player Handout 1

The Lichemaster was slain by four Heroes over five centuries ago," the Sage informs you. "He had wreaked a terrible trail of destruction across the Empire. Some say he had come from the far south, even Bretonnia, but he made a stand in the Grey Mountains with an army of skeletons against an army from the Empire and four Heroes about whom we know so little; the records are lost, and not even their names are known for certain.


One was a Warrior from Alldorf, a man tall as a forest bear, armed with a sword which spat fire and inflicted grievous wounds. One was an Elf from the Loren forest, bearing a bow which struck with uncanny accuracy over almost any distance and skewered the foul hearts of evil monsters in many lands. The third was a Wizard, whose slender hands held a Wand which cast forth fire and smoke. He wore a magical Cloak made by the same enchanter who created the Wand, it is said, and within its pockets all manner of wonders might be found. It is not certain from whence the Wizard came, but I have heard it said he came from Middenheim, the great city atop a mountain peak which the god Ulric claimed for his own from great Taal. The fourth was a Dwarf, from a citadel which had fallen in the World's Edge Mountains, who came swinging a Hammer which could fly as far as the eye could see, striking out the brains of its victims and returning in the air to its holder. He also wore a helm, protected by magic."

The Elven Bow has been hidden long ago, as I have hidden the Wand of Fire. I can see but a little of its hiding place, but my magic has detected a sequence of the elements at work; go through Fire to Water, through Water to reach Stone, and when the Keeper of the Mists is despatched, and his dead tainted magic taken, then Stone shall turn to Air so that only dust remains. Then shall the Elf Bow be revealed.



MONSTER REFERENCE TABLE

BEASTMAN




WS	BS	S	T	Sp	Br	Int	W	PV
6	4	5	7	7	7	5	4	2

HAND TO HAND COMBAT													
TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	3	4	5	6	7	8	9	10	10	10	10	3

RANGED COMBAT							
RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES
SWORD

BEASTMAN CHAMPION




WS	BS	S	T	Sp	Br	Int	W	PV
8	5	6	9	6	8	6	5	4

HAND TO HAND COMBAT													
TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	2	3	4	5	6	7	8	9	10	10	10	4

RANGED COMBAT							
RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES
LEATHER ARMOUR SHIELD SWORD

BEASTMAN SENTRY




WS	BS	S	T	Sp	Br	Int	W	PV
6	5	5	7	8	7	6	4	2

HAND TO HAND COMBAT													
TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	3	4	5	6	7	8	9	10	10	10	10	3

RANGED COMBAT							
RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES
SWORD

BEASTMAN WARLORD




WS	BS	S	T	Sp	Br	Int	W	PV
9	6	7	10	6	9	7	6	6

HAND TO HAND COMBAT													
TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	2	2	3	4	5	6	7	8	9	10	5	

RANGED COMBAT							
RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES
CHAIN ARMOR SHIELD SWORD

WIGHT




WS	BS	S	T	Sp	Br	Int	W	PV
9	4	6	9	7	10	6	6	8

HAND TO HAND COMBAT													
TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	2	2	3	4	5	6	7	8	9	10	4	

RANGED COMBAT							
RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES
CHAIN MAIL SWORD STRENGTH DRAIN FEARSOME MONSTER INVULNERABLE MONSTER

LICHE



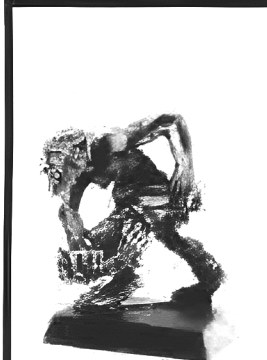
WS	BS	S	T	Sp	Br	Int	W	PV
9	7	7	9	7	10	10	8	12

HAND TO HAND COMBAT													
TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	2	2	3	4	5	6	7	8	9	10	4	

RANGED COMBAT							
RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES
Staff (= Spear), Fearsome Monster, Hypnotizes Spells: Flesh Flaying, Strengthen Undead, Fire Ball (x2), Flight, Inferno of Doom

GHOUL




WS	BS	S	T	Sp	Br	Int	W	PV
6	2	5	6	6	8	2	4	2

HAND TO HAND COMBAT													
TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	3	4	5	6	7	8	9	10	10	10	3	

RANGED COMBAT							
RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES
CLUB (counts as Warhammer) FEARSOME MONSTER

VAMPIRE



WS	BS	S	T	Sp	Br	Int	W	PV
9	8	7	9	8	10	10	6	14

HAND TO HAND COMBAT													
TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	2	2	3	4	5	6	7	8	9	10	5	

RANGED COMBAT							
RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES
Fearsome, Regenerating, Invulnerable Monster 2 Attacks (Claws, Fangs) Hypnotizes, Strength Drain Spells: Fire Ball, Flight, Inferno of Doom